

# Imagine Player's Guide



by W. Michael Tenery III

The gamer's comprehensive guide to the rules for playing a character in the Imagine Role Playing System™. This volume has all a player needs to advance from beginner to skilled master as an Imagine role player.

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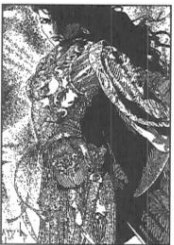


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*This book is dedicated to all the gamers I have learned from over the years. And most of all to Christine who waded through stacks of papers, suffered through long nights of strange computer noises, and stranger people. I imagined but she believed.*

I would like thank the following people who helped in one way or another throughout the years that went into the creation and testing of the Imagine system. Many have helped through their suggestions, recommendations and special character development, as well as many long hours.

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*And all the artists featured on our artists' page  
who make the Imagine experience complete.*

*William Michael Tenery III*

William Michael Tenery III





Have you ever looked out of a window and seen something different than you did the day before? It was there but you just didn't see it. Then by a trick of light or a glimpse of shadow you did. By picking up this book, you can see something different. You may not have looked in awhile, and when you first look you may even think, "I know what this is." Yet if you keep reading, it will hit you--there is something complete about this vision--some way the light strikes or the shadow darkens to pull out the detail that you always wish you could have seen before and suddenly you can.

When you think of two warriors locked in combat, do you see dice rolling? Or do you see a war-hammer striking a shield and a sword slipping through armor? Do you see the warrior lean out of the way of the blow and know that this lean was the difference between a near miss and a fatal wound to the neck? Do you want to hear the dice rolling or see the struggle unfold before you? The Imagine Role Playing System™ allows the flow and chaos of battle to unfold around you. It offers a visual enfold-ing, where you choose what skill to use, what move to make, and when to make it; every move counts. Imagine combat lets you, the player, answer the question: "What would you do if several hundred pounds of blood thirsty Saurian were charging you?"

And what of spells and the crafting of magic? In Imagine you are the master of energy. Aura surrounds you and permeates all that is magic. Will you conquer its energies and harness it in the form of spell and magic skill? Will you decide if a trickle or a surge of power is required? The charge is a slow pulse at first, but steadily it grows as you learn to master and control it's flow. One day perhaps streams of magic will fly from mind and hand, triggered by ancient magic words.

So too, do the callers of divine power and shadow's slinkers find their ways. The former achieves through worship and the calling to the true ways, shaping divine nature to the path of will. The latter breaks the chains that bind and slinks beneath the rule of law, both mortal and immortal.

All are enriched by social skills pointing to a past and a future. Equipment, arms and armor finish the fleshing out.

It is up to you whether the visions you seek are ones of monotonous dice rolling and un inventive challenges, or whether you will try a game which breathes life into your character, not only creating greater challenges, but also allowing the experience of an alternate point of view. Thus, when the blood has been spilled and the energy drained and the life-force has fled, you can close the book safely having known something different and having felt something new. And then next when you open the book, you will find yet new challenges and ideas to overcome and explore.

This book allows you to shape the characters you can become for a day, a night or years to follow. It offers to you the window. This window is a wide one, open and inviting. Your Game Master will paint the world you see through it. It is up to you to make the window a door and climb through.



Can you imagine...

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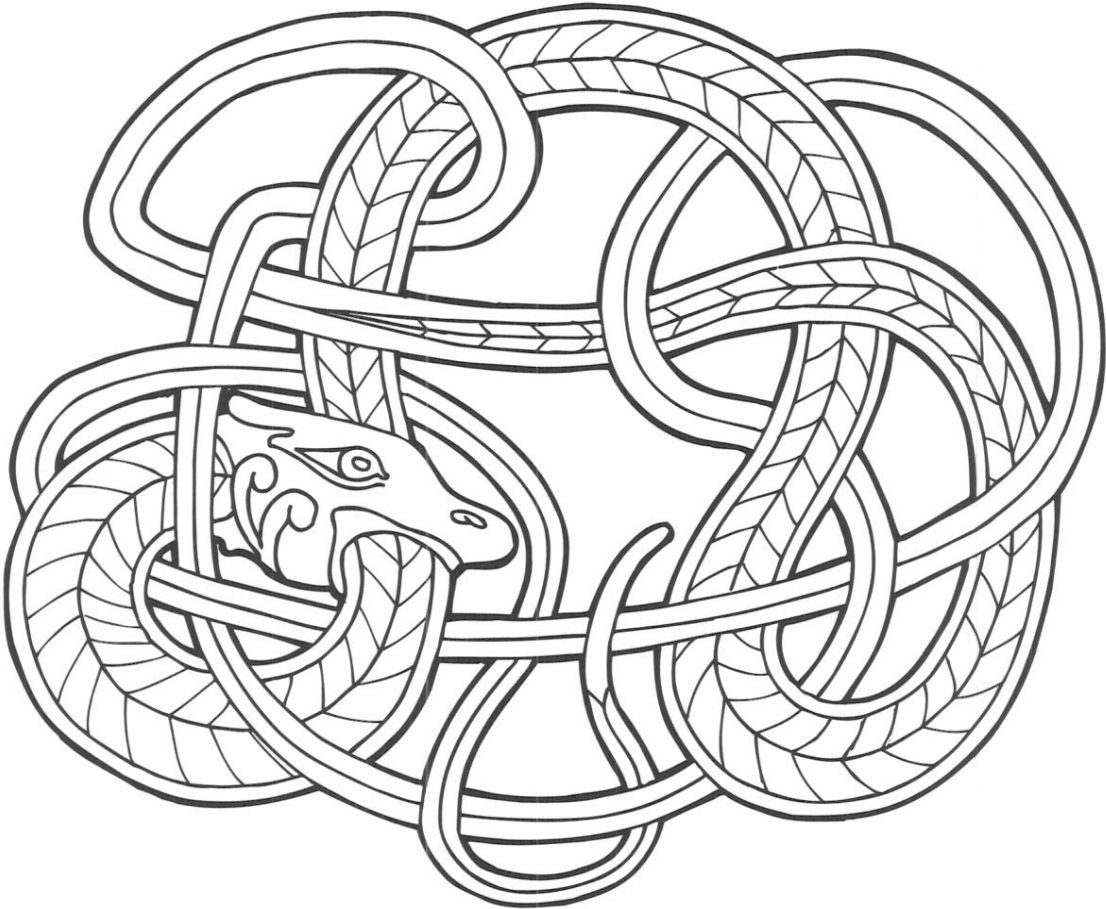
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# ntroduction to Role Playing

So you've never role played before? Role played before, but it has been a long while? Well this is the section for you. Here we'll explain the basics. What is role playing? What is a character? What do I need to play? Who is this Game Master person? How do I win? Where do I get help?

Role playing is a chance for you to take on a persona as similar to or dissimilar from yourself as you wish. With this new identity, you may adventure throughout a realm of fantasy filled with magical forces, powerful creatures and untold treasures. Your persona will be faced with difficulties and challenges which require the use of wits and creativity to overcome. Role playing is essentially an interactive story where the players weave the threads of the plot as they play.

You and a few of your friends will be the players. Each of you will create a personality called a character to represent yourself in the fantasy game world. The rules in this book will guide you in the creation of your character. The individuality of this character will be determined by its natural abilities, called attributes. You will choose for your character one of many fantasy races such as the fanciful Elves, the stoic Dwarves, or the high flying Avians. Your character will need to have a profession, referred to as a class. Will he be a Warrior, the braver of deeds? A Mage, wielder of powerful magics and spells? A Priest or Shaman, invoker of divinely granted powers? Or perhaps the nimble and cunning Rogue who uses his own alternative methods to attain success?

To play you'll need a group of friends (if you don't have any, or you want some new ones, check the player registry on our web page), some special dice (described later), pencil, paper, a miniature figurine for your character, and this book. Oh yeah, and you'll also need a Game Master.

The Game Master is a person who directs the plot of the story. The Game Master creates adventures and keeps the fantasy world mysterious and interesting. He will describe to you the setting in which the story will unfold and control the many personalities who populate the game world, from the shopkeeper to the arch villain to the ancient dragon. If you need a Game Master, perhaps we can help; contact us for a list of Game Masters in your area.

A player does not win in the traditional sense of most games. Instead, he advances the power and effectiveness of his character through adventuring while gaining wealth and experience. With improved competence and ability, the character journeys back into the world, to face greater challenges in order to gain even more wealth and experience, becoming even more powerful. So the cycle continues. There is no real way to lose, although the character can die. The player can then create a new character and begin again.

Let's look at a sample gaming session:

Player 1: You (Brom the Human Barbarian Warrior)

Player 2: Jeff (Threndrel the Priest and healer guy)

Game Master: Peter (the guy who tells you what happens)

Peter: "Well you are in the local bar. Threndrel, your priestly friend, has offered to tag along with you. The barkeeper leans across the bar and looks you over once or twice."

Peter (as barkeeper): "So what'll it be?"

Jeff: Whispers to you, "That's your cue."

You (as Brom): "Ah, well let me have an ale."

Peter: "The bartender pours you an ale. He asks, 'Anything else?'"

You: "Hey have you heard anything interesting lately?"

Peter: "Well a couple of ingrates left without paying for their room today."

You: "Well maybe I could help you out."

Peter: "Okay tell ya what. I heard one of 'em say he was headed for the lost caves. You track 'em down and get some of the loot they owe me and I will give you ten of the thirty gold they owe me for last month's rent."

Jeff: "I don't know about this Brom, it could get ugly."

You: "Naw, c'mon lets go find this guy and his pal. Hey barkeep where did you say they were headed?"

Peter: "Was going north they was. Couple of days I figure."

You: "Alright Peter, our characters pay the bartender and get up and head out to the northern road."

Peter: "OK so you guys leave and start traveling north. Nothing happens for quite a few hours, then Brom sees mountains in the distance."

You: "See, I told you. I bet the caves are in the mountains."

Jeff: Sighs and adds, "and probably a heckuva a lot more too."

Peter: "Three green humanoids jump out onto the path ahead of you."

You: "Okay, now we're cooking. Brom draws his sword out and runs at the green guys."

And so it goes, but with a lot more challenge and intrigue. It's just you, your player friends and whatever the Game Master can cook up for you. What's that? No time to make an adventure? Well, you can always pick up a ready made Imagine scenario or campaign if you need some help to get going.

Hopefully this has given you a little introduction into what role playing is about. If you have more questions you can contact us by phone, mail, e-mail, or in person at greater retail locations listed on our web page. We will be glad to help in any way we can.

So try it and tell us what you think. We are always interested to hear about your Imagine games.

Good luck and enjoy!





# Creating Your First Character

The Imagine Player's Guide is a large book, packed with tons of useful information. You will no doubt want to read the whole thing in order to play the game to its full potential; however, you probably wish to get started playing right away. The following step by step character creation system will allow you to do this. Creating a character for the first time will take an hour or two, but gets much faster with practice. Create as many characters as you like; Imagine allows for a vast array of choices and combinations.

## Step 1. Get your materials.

The Imagine Role Playing System™ uses many dice, which can be purchased at most local gaming stores. We recommend the following set of dice as a minimum for a player:

Type of die	Abbreviation*	Quantity
4 sided	d4	7
6 sided	d6	6
8 sided	d8	1
10 sided	d10	2
12 sided	d12	1
20 sided	d20	1
Percentage dice	d00	one set

\* A number before such an abbreviation indicates the number of dice of that type should be rolled and added together. For example, 5d4 means roll 5 four-sided dice and add them together.

You may also want to photocopy the character sheet in the back of this book, and have plenty of copies on hand. (You can also download a copy from our web page.) Use a pencil to fill out your character sheet, as the numbers on it will change over time. Mechanical pencils work best. Also, grab some scrap paper.

## Step 2. Generate Attributes.

Turn to the Attributes section and read "Attribute Determination" on page 1 and "Character Types" on page 2. Find out from the Game Master which of the four character types he will be using in his game: normal, adventurer, heroic or legendary. Write down the abbreviations for all 12 attributes on a piece of paper, then roll the appropriate dice for the first attribute (Strength) and record the sum. Remember that you will only be adding a total of 5 dice, so remove the lowest numbers if you roll 6 or 7 dice. If you are playing one of the character types that allows for another roll, re-roll the dice as many times as allowed, recording the totals. You can then choose the best of the rolls. Continue this process until you have generated the base numbers for all 12 attributes. Note that each character type allows you to increase an attribute by removing points from other attributes. Wait until step 5 to do this.

## Step 3. Choose a gender.

If you choose female, subtract 1 from Strength but add 1 to Agility. Record your gender on your character sheet.

## Step 4. Choose a race and class.

You may have in mind a particular race or class you want to play. The two are so interrelated that no one generally picks a race without thinking about a class, and vice versa. You should look over the many races and classes at this point. A large determining factor in choosing race and class is the base attributes that you rolled. All classes have minimum attribute requirements, and these attributes will determine how effective your character will be at his class. Most races will modify the base attribute numbers that you have rolled, thus making certain races better at certain classes. Take a look at the "Racial Attribute Modifiers Table" on page 32, as well as the "Racial Restrictions by Class" table on page 46. This information has been listed with each race as well. At this point, you should choose a race and have a pretty good idea of the class you want to make your character. Record your race on your character sheet.

## Step 5. Modify attributes.

**A.** Now that you have settled on a race, it's time to modify attributes. Find the Racial Ability Table listed with your chosen race. Add or subtract the modifiers listed under the "Attribute Adjustments" column. If you picked Civilized Human you have the added advantage of being able to move around 6 points and add 3 points as you see fit (only Social Class cannot be adjusted). Look back to the explanation of your character type on page 2. Find out how many points you must remove from other attributes in order to increase a single attribute, and apply this process as desired to your attributes. This will help you to either meet the attribute requirements of a particular class or improve those attributes to increase the effectiveness of the character at his class. When modifying your attributes, make sure none of them have dropped below 5 (the minimum) or been raised above the racial maximum for your race (listed with the race). Once you have settled on your attributes, record them on your character sheet. Fill in all of the necessary information next to those attributes, taken from the tables on pages 3 through 8.

**B.** Read about the attribute characteristics on pages 10 and 11. A summary is listed here:

*Endurance* is the average of all physical attributes (round up).

*Perception* is the average of all mental attributes (round up).

*Affinity* is the average of all personal attributes (round up).

*Fortune* is the average of all mystical attributes (round up).

Each of these is modified by race, so add the appropriate modifiers listed for your race. You also get to add a Title bonus for Perception, Affinity, and Fortune. However, only the starting modifier is applied to Endurance (the Title bonus is given upon advancement).

## Step 6. Add racial information.

Turn to the page with your race, and roll your starting age. Use the modifiers to find your apparent age as well. Add to your character sheet all special abilities and powers listed with your race. Transfer the resistance numbers that you recorded next to your attributes to the section on your character sheet marked "Resistances." Add all resistance adjustments for race (listed in the racial abilities table). A summary is provided here:

*Magic Resistance* is determined by Aura.

*Illusion Resistance* is determined by Wisdom.

*Control Resistance* is determined by Will Force, and modified by both Intelligence and Wisdom.

*Poison Resistance* and *Disease Resistance* are determined by Vitality.

Jot down any racial skills you are offered, listed on the racial ability table. (Your Game Master will tell you if you are allowed to choose or must roll racial skills.) Make sure you have enough Knowledge slots for those skills (refer to your character's memorization points recorded with Knowledge). Don't worry about the numbers, just choose and write the names down for now.

## Step 7. Determine characteristics.

**A.** Turn to page 34 and determine your character's height, frame, and weight. Roll handedness. This is an important roll so you'll want a witness, as ambidextrous characters have an advantage. Determine the color of your character's hair, fur, eyes and skin from the information on page 35.

**B.** Determine movement. Find your Agility on the tables for walking, jogging and running movements on page 36. Adjust them with the numbers from the "Racial Modifier Tables" on pages 36 and 37. Next, determine your jumping distances (also modified by race) from the information on page 38.

**C.** Calculate your Encumbrance values (also from page 38): multiply your character's weight by load limit (recorded next to Strength). Record the following numbers on your character sheet under Encumbrance:

*Not encumbered:* 1/4 load limit.

*Slightly encumbered:* 1/2 load limit.

*Encumbered:* 3/4 load limit.

*Heavily encumbered:* full load limit.

**D.** Choose an alignment. Some alignments should be obvious, but read over the descriptions if you are unsure. You may want to re-read the description of your chosen race for help in deciding the alignment you choose. Also, your class may limit your choice, so make sure to look at the "Alignment" listed with any class(es) you are considering or have chosen.

**E.** Languages are determined by whatever the Game Master chooses to make available.

### **Step 8. Add class information.**

At this point you must settle on a class. Be sure that the attribute requirements have been met. Once you have done this, choose any social skills you want from the list provided, up to the number allowed, and take any that are required. Just jot them down for now, don't worry about the numbers. In the space marked "Skill modifiers," copy down your bonus given for the class. Write down your Title (1st) and your Goal (0) in the appropriate spaces. Write the number 500 in the space which says "Next Goal." Eventually you will want to record all of your class skills, but until then write down all the skills given at 1st Title that you wish to take. Some classes provide bonuses to either Endurance, Perception, Affinity or Fortune. Add these bonuses if they are offered by your class.

### **Step 9. Determine skill chances.**

- A. Record the number of slots (from Knowledge) in the space provided to the right of the name for racial skills, social skills, and class skills.
- B. On page 75 you will find the "Additional Social Skills Table". Roll for any additional social skills your character may have learned before taking up adventuring. You may choose any social skills that you feel are appropriate for your character from the list on pages 145 and 146, as long as you do not exceed the maximum number of slots available.
- C. Now you will actually determine the chances for your skills. Read the section entitled "Determining Total Skill Chance" on page 76. Compute the values for each of your skills. Be sure to add your racial bonuses to the appropriate racial skills, and add all bonuses listed next to the social skill to those skills as well. Add in any bonuses from "special modifiers" from your class to your class skills.

### **Step 10. Buy equipment.**

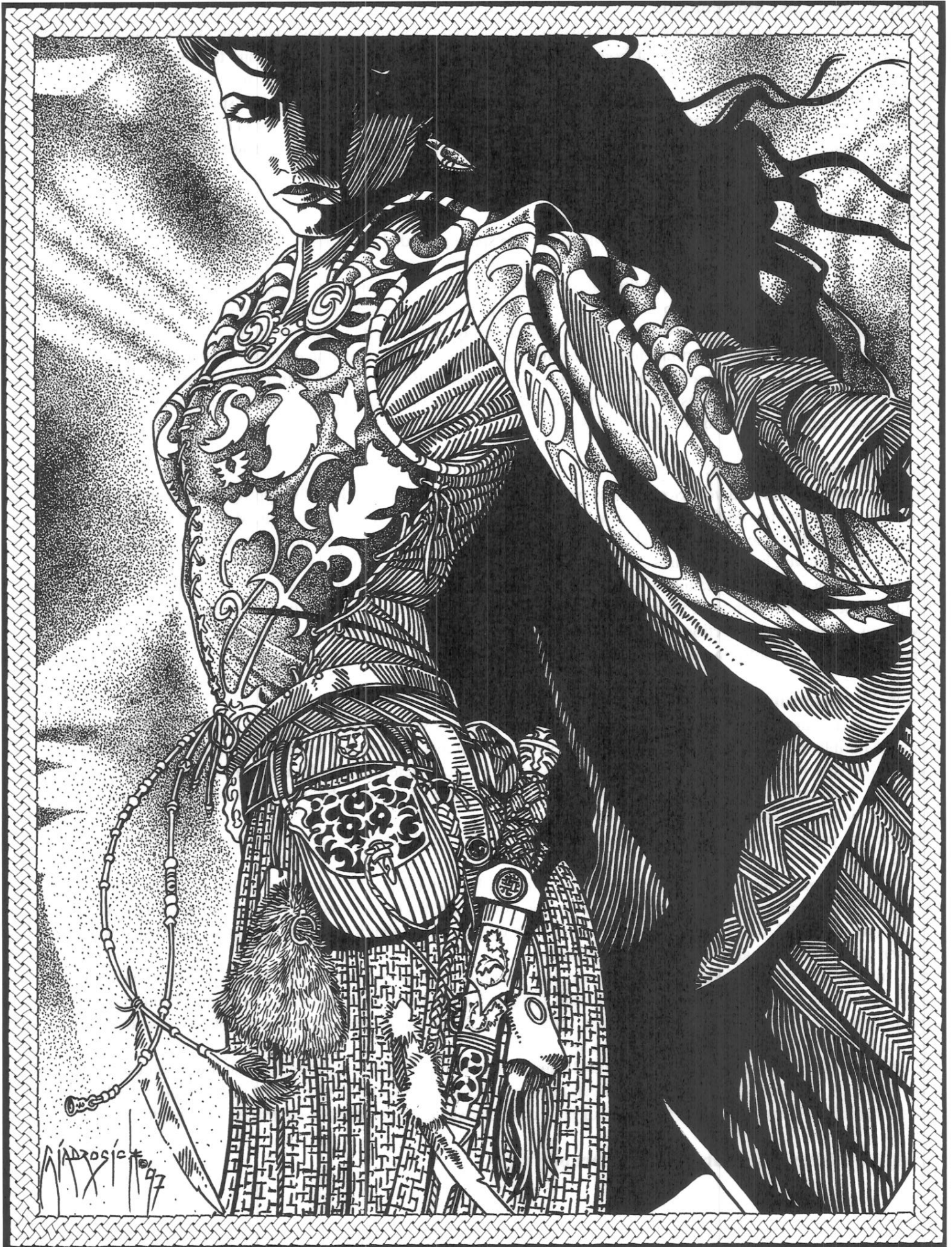
Turn to page 207 and find your Social Class on the "Starting Money" table. Roll the appropriate amount of dice for starting money and record this number on a scrap sheet. If your race is Barbaric Human, Mountain Dwarf, or Ogre, you will have to refer to the race page itself for starting equipment. Buy all the equipment you want or can afford. It is recommended that you buy whole suits of armor or body suits, as the relevant information for these has already been worked out for you. If you cannot afford a suit, then at least buy a helmet and protect your head! Be sure to record the items in the supplies section of your character sheet, along with the weight of each thing you buy. Write down your weapons in the weapons section, but do not worry about filling out the spaces next to each one just yet. If you have any money left over, record it in the money section of your character sheet.

### **Step 11. Determine combat information.**

- A. Transfer your Endurance from the first page of your character sheet to the second page next to the "Body" illustration. Multiply the Endurance value by three and write this number into the box marked "Shock." Refer to the body charts on page 195, and use the table which applies to your race to determine Endurance for each body area. Simply multiply Endurance by the appropriate modifier on the table for each separate body area and write the numbers onto the corresponding region in the "Body" illustration.
- B. Turn to page 175; find the attack chart (based on your class) and fill in the correct numbers in bullseye attack chart illustrations.
- C. If you bought a suit of armor, turn to page 211. If you bought a shield or individual pieces of armor, turn to page 188. Find the armor values for the type of armor you bought and fill them in the body areas of the picture on the left. If you bought a shield, fill its value in as well. If you are playing a race that has a hide, determine this (listed with the race under special abilities) and fill it out with the armor.
- D. Turn to the weapon tables on pages 181 and 183. Find your weapons, and fill out the spaces for damage, strength, etc., next to the weapon. Refer back to your skill Weapon Knowledge. Your character can be proficient in one different weapon for each 10% of the total skill chance. If you wish to use one of these proficiency slots for a weapon, put a check in the "P" column in front of that weapon.
- E. Fill out the combat modifiers box. General combat modifiers for body weight and off hand weapon use can be found on page 179. Penalties for pieces of armor can be found on page 193 and for suits on 211. Melee and missile bonuses to hit can be transferred from the first page of your character sheet, as can bonus to damage for Strength.

### **Step 12. Name your character and start playing!**





# attributes



Attributes provide the building blocks for character creation. A character's attributes represent her current ability as well as future potential. They can also help determine which class best suits a newly created character. All attributes are based on a 5-20 point system, with a 5 representing the lowest rating and a 20 indicating the maximum value for a mortal character. Attributes less than 5 represent severe debilitating factors for a character, and are usually reserved for "lower" life forms such as plants and animals. Attributes greater than 20 indicate a crossover from the natural to supernatural world. These are only available to individuals who are the highest breed of an exceptional race, through magical means or through advancement of status to arch-mortal and beyond. (See the Master's Manual for attribute values outside of the 5-20 range.) The twelve Imagine attributes are evenly grouped into four categories: physical, mental, personal, and mystical.

## Physical Attributes

A character's physical attributes define whether the character is strong or weak, agile or clumsy, and healthy or unfit. Strength, Agility and Vitality are most commonly used to determine the character's effectiveness in physically strenuous activities such as combat.

## Mental Attributes

A character's mental attributes compose three important aspects of the mind: Intelligence, Wisdom and Knowledge. These attributes determine whether the character is smart or dumb, judicious or foolish, and has strong recollection or poor memory. These attributes are most commonly used in situations involving control or perception.

## Personal Attributes

A character's personal attributes reflect the aspects of a both internal and external appeal, as well as their standing in the social order. Appearance, Charm and Social Class define whether the character is attractive or ugly, charismatic or brutish, and of noble birth or a slave. These attributes are most commonly used in situations involving confrontation or social interaction.

## Mystical Attributes

Mystical attributes reflect the spiritual and magical aspects the character: Aura, Piety and Will Force. They determine whether the character is attuned to, or ignorant of magic; whether he is pious or blasphemous, and how unswerving his determination and resolve may or may not be. These attributes are most commonly used in situations involving control, spell casting or divination.

## Attribute Determination

The table below shows how many 4 sided dice are rolled for each attribute. In each case, only five dice will be added together. Some attributes allow for more dice to be rolled, but the lower numbers are removed. This represents the generally higher average of certain attributes in the Imagine Role Playing System™ fantasy world. The standard attribute abbreviations are in parenthesis.

Attribute Category	Attribute	Dice (d4)	Remove Dice
Physical	Strength (STR)*	7	lowest 2 dice
	Agility (AGL)*	7	lowest 2 dice
	Vitality (VIT)	7	lowest 2 dice
Mental	Intelligence (INT)	6	lowest die
	Wisdom (WIS)	6	lowest die
	Knowledge (KNW)	6	lowest die
Personal	Appearance (APP)	6	lowest die
	Charm (CHM)	6	lowest die
	Social Class (SOC)	5	None
Mystical	Aura (AUR)	7	lowest 2 dice
	Piety (PTY)	6	lowest die
	Will Force (WIL)	5	None

\* Females of all races are -1 STR and +1 AGL (not to exceed racial maximum).





# attributes

## Character Types

The four character types provide a tiered character populace. The Game Master (GM) will decide which character type he wishes to use in his setting.

**Normal:** The normal character represents the average person; the typical peasant who normally never leaves home. Ignore the Attribute Determination table on the previous page. Roll 5d4 for all attributes. Attributes may be modified on a 2:1 basis, subtracting 2 attribute points and adding 1 attribute point (Social Class cannot be modified in this manner). The attribute points can be subtracted from separate attributes if desired, rather than subtracting 2 points from a single attribute.

**Adventurer:** The adventurer character represents the hardy, above average person in the magical medieval community, setting out to seek fame and fortune. Roll once on the Attribute Determination table as indicated for each attribute. Attributes may be modified on a 3:1 basis, subtracting 3 attribute points and adding 1 attribute point (Social Class cannot be modified in this manner). The attribute points can be subtracted from separate attributes if desired, rather than subtracting 3 points from a single attribute.

**Heroic:** The heroic character represents the better, stronger members of the enchanted society setting of the Imagine Role Playing System. Roll twice on the Attribute Determination table for each attribute, and choose the higher of the two rolls. Attributes may be modified on a 3:1 basis, subtracting 3 attribute points and adding 1 attribute point (Social Class cannot be modified in this manner). The attribute points can be subtracted from separate attributes if desired, rather than subtracting 3 points from a single attribute.

**Legendary:** The legendary character is the pinnacle of the Imagine setting's magical society. Roll three times on the Attribute Determination table for each attribute, choosing the highest of the three rolls. Attributes may be modified on a 3:1 basis, subtracting 3 attribute points and adding 1 attribute point (Social Class cannot be modified in this manner). The attribute points can be subtracted from separate attributes if desired, rather than subtracting 3 points from a single attribute.



## Situation Resolution with Attributes

Each attribute has a value called an attribute save. This number is a percentage used by the Game Master to determine a character's success at an attempted action that is not covered by one of the character's skills. The action is directly related to a certain attribute. Some examples are listed below:

<b>STR</b>	Trying to hold onto an item which is being pulled away.
<b>AGL</b>	Attempting to cross a trip wire, or catch a flying object.
<b>VIT</b>	Trying to stand while sick or diseased.
<b>INT</b>	Trying to solve a problem or puzzle.
<b>WIS</b>	Deciding whether a certain course of action would be wise.
<b>KNW</b>	Trying to remember an important fact, or recognize something.
<b>APP</b>	Trying to impress the opposite sex.
<b>CHM</b>	Attempting to sway someone's opinion.
<b>SOC</b>	Attempting to enter the royal palace.
<b>AUR</b>	First attempt to activate the power of a magic item.
<b>PTY</b>	Attempting to gain the favor of a supernatural being.
<b>WIL</b>	Attempting to resist torture or pain.

The list of possible uses of attribute saves for situation resolutions is extensive. Attribute saves are made when the Game Master feels they are necessary and appropriate.

## Contest of Attributes

Often characters will find themselves in a physical or mental struggle with an opponent. Examples might be two characters trying to grab the same object before the other, or trying to pull an object from the other's grasp. Any such situation can be resolved with a method known as a contest of attributes. The following steps are used to resolve a contest of attributes:

- 1) Each opponent makes an attribute save of the appropriate type, and records by how many percentage points he made the save.
- 2) The character with the lower attribute rating subtracts his rating from his opponents, and multiplies this number by 5%, creating a positive modifier.
- 3) The opponent with the higher rating then adds this percentage modifier (from step 2) to the number by which he made the save (in step 1). The character with the highest number wins the contest.

**Example:** Brom the Warrior is struggling with a Goblin, and the Game Master determines that a contest of Strength should be rolled. Brom has an 18 Strength rating (90% save), and the goblin has a 16 Strength rating (80% save). The contest is resolved as follows:

- 1) Brom rolls percentage dice, and gets a 55%.  $90\% - 55\% = 35\%$ . The Goblin rolls a 42%.  $80\% - 42\% = 38\%$ .
- 2) The Goblin has the lower Attribute rating, so his rating is subtracted from Brom's.  $18 - 16 = 2$ ,  $2 \times 5\% = a +10\%$  modifier.
- 3) Brom gets a +10% bonus to his roll, so  $35\% + 10\% = 45\%$ . Thus, with his modifier, he wins the contest.

Contests can be made with any attributes. For example, the GM may decide that a character must roll a contest of his Strength versus his opponents Agility. All the same rules apply.

# attributes

## Strength

Strength (STR) rates the overall body strength of the character. It measures the ease of weapon use, adjustments to hurled or hand-held weapons, and ability to move and carry heavy objects.

**Attribute Rating** is the character's Strength rating after all modifications.

**Attribute Save** is the character's percentage chance to have a positive outcome in a situation resolution.

**Attack Modifier** is applied to the character's chance to hit a combatant when using melee weapons. This modifier excludes missile weapons.

**Damage Modifier** is applied to the amount of damage from the weapon that strikes a combatant when using melee or hurled weapons, but not projectile missile weapons. This bonus is doubled for a single weapon wielded with two hands.

**Load Limit** is the multiplier against the character's weight that produces the maximum load he may carry (see Encumbrance).

**Weapon Speed** is a modifier to the speed for all weapons used by the character (see Combat for a full explanation). This modifier cannot adjust weapon speed lower than the minimum weapon speed.

Strength Attribute Table

Attribute Rating	Attribute Save	Attack Modifier	Damage Modifier	Load Limit	Weapon Speed
5	25%	-3	-6	.05	+3
6	30%	-2	-5	.1	+2
7	35%	-2	-4	.2	+1
8	40%	-1	-3	.4	+1
9	45%	-1	-2	.6	0
10	50%	0	-1	.8	0
11	55%	0	0	1.0	0
12	60%	0	0	1.1	0
13	65%	0	0	1.2	0
14	70%	0	0	1.3	0
15	75%	0	+1	1.4	0
16	80%	+1	+2	1.5	0
17	85%	+1	+3	1.6	-1
18	90%	+2	+4	1.7	-1
19	90%	+2	+5	1.8	-2
20	90%	+3	+6	2.0	-2

## Agility

Agility (AGL) is a rating of the character's total bodily coordination consisting of reflexes, muscle control, and hand-to-eye coordination.

**Attribute Rating** is the character's Agility rating after all modifications.

**Attribute Save** is the character's percentage chance to have a positive outcome in a situation resolution.

**Attack Modifier** is applied to the character's chance to hit a combatant when using missile weapons, but not melee weapons.

**Defensive Adjustment** is applied against an attacker's combat "to hit" roll when attacking the character, provided the character is not restricted from movement and is attempting to avoid the attack.

**Initiative Adjustment** is applied to combat time to determine the point in time a character may begin her actions. There is a similar modifier for Intelligence; the two are not cumulative, but the best modifier is chosen.

**Weapon Speed** is an adjustment modifier to the speed for all weapons used by the character. This modifier cannot adjust weapon speed lower than the minimum weapon speed.

Agility Attribute Table

Attribute Rating	Attribute Save	Attack Modifier	Defensive Adjustment	Initiative Adjustment	Weapon Speed
5	25%	-3	+5	+1	+3
6	30%	-2	+4	0	+2
7	35%	-2	+3	0	+1
8	40%	-1	+2	0	+1
9	45%	-1	+1	0	0
10	50%	0	+1	-1	0
11	55%	0	0	-1	0
12	60%	0	0	-2	0
13	65%	0	0	-2	0
14	70%	0	0	-3	0
15	75%	0	-1	-4	0
16	80%	+1	-1	-5	-1
17	85%	+1	-2	-6	-1
18	90%	+2	-3	-7	-2
19	90%	+2	-4	-8	-2
20	90%	+3	-5	-9	-3

# attributes

## Vitality

Vitality (VIT) is a rating of the character's physical health, measuring the character's resistance to natural and magical poisons and diseases. It also defines how well the character heals physical damage and endures hostile climates.

**Attribute Rating** is the character's Vitality rating after all modifications.

**Attribute Save** is the character's percentage chance to have a positive outcome in a situation resolution.

**Healing Rate** is how quickly Endurance points return to injured areas of the character's body (see Combat).

**Poison Resistance** is the character's base chance for her body to fight off natural and magical poisons.

**Disease Resistance** is similar to Poison Resistance, except this is the character's base chance to ward off and eliminate a disease.

## Intelligence

Intelligence (INT) is a rating of the character's mental focus, measuring the character's ability to concentrate and solve complex problems.

**Attribute Rating** is the character's Intelligence rating after all modifications.

**Attribute Save** is the character's percentage chance to have a positive outcome in a situation resolution.

**Spoken Languages** are the maximum number of languages the character can learn to speak fluently. 1/3 indicates the character has only the most basic vocabulary, 2/3 indicates the character has limited comprehension of the language and can understand others but cannot construct sentences. A full language also includes grammar. A character may decide to leave any number of language slots open for future learning.

**Written Languages** are the maximum number of languages the character can learn to write fluently. The fractions are applied in the same way for written languages as spoken languages above. A character can use a written slot for a spoken slot, but not vice versa. A character may decide to leave any number of language slots open for future learning.

**Aura Control Adjustment** is a modifier applied to a character's Aura Control (see Magic).

**Initiative Adjustment** is applied to combat time to determine the point in time a character may begin her actions. This may be used in place of Agility initiative modifiers.

**Control Resistance Adjustment** is the modifier to the character's Control Resistance base (see Will Force).

Vitality Attribute Table

Attribute Rating	Attribute Save	Healing Rate	Poison Resistance	Disease Resistance
5	25%	1 per week	2%	1%
6	30%	1 per week	5%	2%
7	35%	1 per 6 days	10%	5%
8	40%	1 per 6 days	15%	10%
9	45%	1 per 5 days	20%	15%
10	50%	1 per 4 days	25%	20%
11	55%	1 per 3 days	30%	25%
12	60%	1 per 3 days	35%	30%
13	65%	1 per 2 days	40%	35%
14	70%	1 per 2 days	45%	40%
15	75%	1 per day	50%	45%
16	80%	1 per day	55%	50%
17	85%	2 per day	60%	55%
18	90%	2 per day	65%	60%
19	90%	3 per day	70%	65%
20	90%	3 per day	75%	70%

Intelligence Attribute Table

Attribute Rating	Attribute Save	Spoken Languages	Written Languages	Aura Control Adjustment	Initiative Adjustment	Control Resistance Adjustment
5	25%	1/3	0	-2	+1	-20%
6	30%	1/3	0	-2	0	-15%
7	35%	2/3	0	-1	0	-10%
8	40%	1	0	-1	0	-5%
9	45%	1	1/3	0	0	-5%
10	50%	1	1/3	0	-1	+0%
11	55%	1	2/3	0	-1	+0%
12	60%	1	2/3	0	-2	+0%
13	65%	1	1	0	-2	+0%
14	70%	2	1	0	-3	+0%
15	75%	2	1	0	-4	+0%
16	80%	3	1	0	-5	+5%
17	85%	3	2	+1	-6	+5%
18	90%	4	2	+1	-7	+10%
19	90%	5	3	+2	-8	+15%
20	90%	6	4	+2	-9	+20%



# attributes

## Wisdom

Wisdom (WIS) is a rating of the character's ability to judge a situation or a truth, discern relevant facts, and relate to others in the world in general. It is also a measure of the character's ability to use past experiences to weigh future events and understand human nature.

**Attribute Rating** is the character's Wisdom rating after all modifications.

**Attribute Save** is the character's percentage chance to have a positive outcome in a situation resolution.

**Piety Control Adjustment** is a modifier applied to Piety Control (see Divine Magic).

**Illusion Resistance** is the character's base chance to recognize the existence of an illusion. A successful roll vs. Illusion Resistance will plainly reveal the illusion to the character. Additional resistance attempts may be made every 5 seconds.

**Control Resistance Adjustment** is the modifier to the character's Control Resistance base (see Will Force).

## Knowledge

Knowledge (KNW) is a rating of the character's ability to accurately store and retrieve information from memory. It is a measure of the character's awareness of current and past events.

**Attribute Rating** is the character's Knowledge rating after all modifications.

**Attribute Save** is the character's percentage chance to have a positive outcome in a situation resolution.

**Class Skills** are the maximum number of class skills that may be acquired by the character. When the number of class skills equals this value, the character can no longer acquire new class skills.

**Race Skills** are the maximum number of racial skills that may be learned by this character. These skills are learned throughout the character's childhood and therefore must be selected at the time of the character's creation.

**Social Skills** are the maximum number of social skills that may be learned by the character. These skills are learned throughout the character's childhood and adult life, so social skill areas do not have to be completely selected at the time of the character's creation.

**Memorization Points** are used to calculate the number of spells, invocations, rituals, songs, poems and runes that may be memorized at any one time. The character starts with the number of memorization points listed for his Knowledge, and gains the same number more each time he advances a Goal. Thus, the number of memorization points is equal to:

$(\text{Character's current Goal} + 1) \times \text{listed value}$   
(See Classes for an explanation of advancement through Goals).

Spells cost 1 memorization point per Aura Level, invocations cost 1 memorization point per Piety Level, and rituals, songs, poems and runes cost a number of memorization points equal to the rating of the specific ritual, song, poem or rune.

Wisdom Attribute Table

Attribute Rating	Attribute Save	Piety Control Adjustment	Illusion Resistance	Control Resistance Adjustment
5	25%	-2	1%	-15%
6	30%	-2	2%	-10%
7	35%	-1	5%	-5%
8	40%	-1	10%	-5%
9	45%	0	15%	+0%
10	50%	0	20%	+0%
11	55%	0	25%	+0%
12	60%	0	30%	+0%
13	65%	0	35%	+0%
14	70%	0	40%	+0%
15	75%	0	45%	+0%
16	80%	0	50%	+0%
17	85%	+1	55%	+5%
18	90%	+1	60%	+5%
19	90%	+2	65%	+10%
20	90%	+2	70%	+15%

Knowledge Attribute Table

Attribute Rating	Attribute Save	Class Skills	Race Skills	Social Skills	Memorization Points
5	25%	4	1	0	0
6	30%	8	1	0	1
7	35%	12	1	1	1
8	40%	16	1	1	1
9	45%	20	1	1	2
10	50%	24	2	1	3
11	55%	28	3	2	4
12	60%	32	4	3	5
13	65%	36	5	4	6
14	70%	40	6	5	7
15	75%	44	7	6	8
16	80%	48	8	7	9
17	85%	52	9	8	10
18	90%	56	10	9	11
19	90%	60	12	10	12
20	90%	64	14	12	14

# attributes

## Appearance

Appearance (APP) is a rating of the character's physical attractiveness. It is a measure of the character's looks, and whether others find viewing the character pleasurable or offensive.

**Attribute Rating** is the character's Appearance rating after all modifications.

**Attribute Save** is the character's percentage chance to have a positive outcome in a situation resolution.

**Morale Adjustment** is used to modify the base morale for any of the character's followers. This modifier is applied only if the followers are viewing or under the leadership of the character (see Morale in the Master's Manual).

**Control Adjustment** is a modifier that is applied to a target's Control Resistance when trying to gain control over the target being by means of a skill or magic. The subject must be viewing the character for this modifier to be effective.



## Charm

Charm (CHM) is a rating of the character's ability to persuade and influence others. It is also a measure of the character's manners, and whether others find conversing with the character pleasurable or offensive. Charm is most often used to determine if a character has favorable or unfavorable dealings with people in a social environment.

**Attribute Rating** is the character's Charm rating after all modifications.

**Attribute Save** is the character's percentage chance to have a positive outcome in a situation resolution.

**Morale Adjustment** is used to modify the base morale for any of the character's followers. This modifier is applied only if the followers are viewing or under the leadership of the character (see Morale in the Master's Manual).

**Control Adjustment** is a modifier that is applied to a target's Control Resistance when trying to gain control over the target by means of a skill or magic. The subject must be aware of the character for this modifier to be effective.

Appearance Attribute Table

Attribute Rating	Attribute Save	Morale Adjustment	Control Adjustment
5	25%	-15%	+20%
6	30%	-15%	+15%
7	35%	-10%	+15%
8	40%	-10%	+10%
9	45%	-5%	+10%
10	50%	-5%	+5%
11	55%	-2%	+0%
12	60%	+0%	+0%
13	65%	+0%	+0%
14	70%	+2%	+0%
15	75%	+5%	-5%
16	80%	+5%	-10%
17	85%	+10%	-10%
18	90%	+10%	-15%
19	90%	+15%	-15%
20	90%	+15%	-20%

Charm Attribute Table

Attribute Rating	Attribute Save	Morale Adjustment	Control Adjustment
5	25%	-15%	+20%
6	30%	-15%	+15%
7	35%	-10%	+15%
8	40%	-10%	+10%
9	45%	-5%	+10%
10	50%	-5%	+5%
11	55%	-2%	+0%
12	60%	+0%	+0%
13	65%	+0%	+0%
14	70%	+2%	+0%
15	75%	+5%	-5%
16	80%	+5%	-10%
17	85%	+10%	-10%
18	90%	+10%	-15%
19	90%	+15%	-15%
20	90%	+15%	-20%

# attributes

## Social Class

Social Class (SOC) is a measure of the character's standing in the community, learned manners, and relative power in the social structure. Initial Social Class rating is a reflection of the character's family or clan status, and may change as the character earns (or loses) fame, fortune and notoriety. The GM may adjust this attribute accordingly.

**Attribute Rating** is the character's Social Class rating after all modifications.

**Attribute Save** is the character's percentage chance to have a positive outcome in a situation resolution.

**Morale Adjustment** is used to modify the base morale for any of the character's followers. This modifier is applied only if the followers are viewing or under the leadership of the character (see Morale in the Master's Manual).

**Rank** is the name of the character's social standing in his kingdom, or the family from which he was born. Social Class rank may not be known to people in other kingdoms, but the manners and dress of the character will reflect his social rank to others.



## Aura

Aura (AUR) is a rating of the character's magical potential. It is a measure of the character's limit in accessing the magical force of the universe.

**Attribute Rating** is the character's Aura rating after all modifications.

**Attribute Save** is the character's percentage chance to have a positive outcome in a situation resolution.

**Magic Resistance** is the base chance for a character to resist the effects of a magic spell or effect (if a save is allowed). It applies to all types of magic, whether magical or divine in nature. Racial modifiers, spells, potions and herbs may modify this base chance.

Social Class Attribute Table

Attribute Rating	Attribute Save	Morale Adjustment	Rank
5	25%	-15%	Slave / Escaped Slave
6	30%	-15%	Freed Slave / Indentured
7	35%	-10%	Peasant / Serf or Tribesperson
8	40%	-10%	Peasant / Serf or Tribesperson
9	45%	-5%	Commoner / Skilled Laborer
10	50%	-5%	Commoner / Skilled Laborer
11	55%	-2%	Tradesperson / Craftsperson
12	60%	+0%	Tradesperson / Craftsperson
13	65%	+0%	Master Tradesperson / Craftsperson
14	70%	+2%	Master Tradesperson / Craftsperson
15	75%	+5%	Noble: Knight Banneret (family)
16	80%	+5%	Noble: Baron (family of)
17	85%	+10%	Noble: Count (family of)
18	90%	+10%	Noble: Earl (family of)
19	90%	+15%	Noble: Duke (family of)
20	90%	+15%	Noble: King (family of)

Aura Attribute Table

Attribute Rating	Attribute Save	Magic Resistance
5	25%	1%
6	30%	2%
7	35%	4%
8	40%	6%
9	45%	8%
10	50%	10%
11	55%	15%
12	60%	20%
13	65%	25%
14	70%	30%
15	75%	35%
16	80%	40%
17	85%	45%
18	90%	50%
19	90%	55%
20	90%	60%



# attributes

## Piety

Piety (PTY) is a rating of the character's link to his deity. It is also a measure of the character's closeness to the deities of a world. Piety indicates the maximum Piety Level of an invocation a being may invoke (see Divine Magic).

**Attribute Rating** is the character's Piety rating after all modifications.

**Attribute Save** is the character's percentage chance to have a positive outcome in a situation resolution.

**Commune** is the base chance for a person to receive some sort of information or assistance from his deity or a minion thereof. This information usually comes in the form of subtle signs, visions and voices, but is not limited to these forms. The Commune chance is rolled in secret by the Game Master and applied as he sees fit. The Game Master is free to employ any limit he chooses on this ability. Three levels of prayer can be utilized for Commune: 1) asking for a sign takes 1 minute, 2) seeking a vision takes 5 minutes, and 3) requesting direct intervention takes 10 minutes.

The GM may modify time needed for commune prayers.

Piety Attribute Table

Attribute Rating	Attribute Save	Commune
5	25%	0%
6	30%	0%
7	35%	0%
8	40%	0%
9	45%	0%
10	50%	0%
11	55%	0%
12	60%	0%
13	65%	0%
14	70%	1%
15	75%	1%
16	80%	2%
17	85%	4%
18	90%	6%
19	90%	8%
20	90%	10%

## Will Force

Will Force (WIL) is a rating of the character's will to survive. It is a measure of the character's life energy and steadfast resolve.

**Attribute Rating** is the character's Will Force rating after all modifications.

**Attribute Save** is the character's percentage chance to have a positive outcome in a situation resolution.

**Control Resistance** is the base chance before modifiers are applied to resist being controlled by another.

**Endure** is the heroic survival roll. Under situations where the character would ordinarily die from physical injury, she can attempt this roll to stay alive and through sheer force of will avoid the spectre of death. Terminal diseases, deadly wounds and fatal poisons would be reduced to near lethality. However, beheadings, acid baths or other such utter destruction of vital areas do not allow an Endure roll. This roll is entirely at the discretion of the GM and may be ruled not to apply to any given situation.

Will Force Attribute Table

Attribute Rating	Attribute save	Control Resistance	Endure
5	25%	1%	0%
6	30%	2%	0%
7	35%	4%	0%
8	40%	6%	0%
9	45%	8%	0%
10	50%	10%	0%
11	55%	15%	0%
12	60%	20%	0%
13	65%	25%	0%
14	70%	30%	0%
15	75%	35%	1%
16	80%	40%	2%
17	85%	45%	4%
18	90%	50%	6%
19	90%	55%	8%
20	90%	60%	10%



# attributes

## The Attribute Characteristics

Combined attributes for each category (physical, mental, personal and mystical) condense respectively into derived traits (endurance, perception, affinity and fortune). The three attributes in a category are averaged to produce a base result, called attribute characteristics.

## Endurance

Endurance is the average of all physical attributes and represents the body's resilience and is the measure of a being's ability to withstand physical damage. Endurance increases as a being gains Titles of experience. The additional amount gained per Title is based on race. Endurance is broken down for individual areas of the being's body. Each body area has a multiplier that is used to modify the basic Endurance to determine that area's Endurance (see Combat for the racial Endurance body charts).

## Perception

Perception is the average of all mental attributes, expressed as a percentage. It represents the awareness the being has of his surroundings and environment. Perception is used by the Game Master to determine if a player notices something odd (such as a hidden passageway), or to occasionally pick up on strange or unusual events that may not be obvious. The number is doubled when an individual closely inspects an object or situation. It is initially modified by race and has a further bonus of +1% per Title (including 1st Title).

Racial Endurance Modifier Table

Race	Starting Endurance	Title Advancement Bonus
Avian, Forest	-2	1d4
Avian, Mountain	-2	1d4
Centaur	+5	1d6+1
Dwarf, Civilized	+4	1d4+1
Dwarf, Dark	+3	1d4
Dwarf, Mountain	+4	1d6
Elf, Dark	-1	1d4
Elf, Gray	-1	1d6 / 2
Elf, High	-1	1d6 / 2
Elf, Wood	+0	1d4
Goblin	+4	1d4+1
Human, Barbaric	+3	1d6
Human, Civilized	+2	1d4+1
Midfolk, Forest	-3	1d6 / 2
Midfolk, River	-3	1d6 / 2
Midfolk, Town	-3	1d6 / 2
Ogre	+6	1d6+1
Saurian	+5	1d6

**Starting Endurance** is the modifier applied to the character's Endurance when the character is first created.

**Title Bonus** is the bonus rolled and added to Endurance when the character advances in Title, starting with 2nd Title. This new Endurance is used to recompute the Endurance for all body areas.

*Example:* A Civilized Human character has a Strength rating of 16, an Agility rating of 15, and a Vitality rating of 13. The average of these three is 15 ( $16 + 14 + 13 = 43$ , divided by 3 is 14.3, rounded up to 15). This is the base Endurance. The Starting Endurance bonus for a Civilized Human is +2, bringing the total starting Endurance to 17. No Title Advancement bonus is added until the character advances to 2nd Title.

Racial Perception Modifier Table

Race	Racial Modifier	Title Bonus
Avian, Forest	+10%	+1% per Title
Avian, Mountain	+10%	+1% per Title
Centaur	+0%	+1% per Title
Dwarf, Civilized	-5%	+1% per Title
Dwarf, Dark	+0%	+1% per Title
Dwarf, Mountain	-5%	+1% per Title
Elf, Dark	+10%	+1% per Title
Elf, Gray	+10%	+1% per Title
Elf, High	+5%	+1% per Title
Elf, Wood	+5%	+1% per Title
Goblin	-5%	+1% per Title
Human, Barbaric	-5%	+1% per Title
Human, Civilized	+0%	+1% per Title
Midfolk, Forest	+0%	+1% per Title
Midfolk, River	+5%	+1% per Title
Midfolk, Town	+5%	+1% per Title
Ogre	-10%	+1% per Title
Saurian	+0%	+1% per Title

**Racial Modifier** is the bonus or penalty applied to the character's Perception when the character is first created.

**Title Bonus** is the bonus added for each Title of the character, including 1st Title. Beginning characters start at 1st Title.

*Example:* A 1st Title Forest Avian character has an Intelligence rating of 15, a Wisdom rating of 13, and a Knowledge rating of 12. The average of these three is 14 (rounded up). Expressed as a percentage (14%), this is the base Perception. The racial modifier for Forest Avian is +10%. The Avian gets +1% for his Title, for a total Perception of 35%. Each Title advancement will add another 1%.



# attributes

## Affinity

Affinity is the average of all personal attributes, expressed as a percentage. It is the exhibition of attractiveness, savoir-faire and prestige. The Game Master uses Affinity to determine if a being with no preconceived notions about an individual generally likes or has "a good feeling" about the individual. It is sometimes used to determine if special magic items or artifacts have a liking for the individual and whether they will accept him as a master. It is initially modified by race, and has a bonus of +2% per Title (including 1st Title).

## Fortune

Fortune is the average of all mystical attributes, expressed as a percentage. It is the judgment of influential magical power, sometimes thought of as luck or fate. Fortune is the last chance, the big gamble, the "I have to get through this" roll. The Game Master uses this in situations where the character is clearly doomed or in great peril, but might survive by magic, divine calling or pure force of will. Fortune is sometimes rolled in contests of pure chance where no other skill is used to intervene. It is initially modified by race, and has a bonus of +1% per Title (including 1st Title). It is up to the GM to determine when a Fortune roll should be made. Since Fortune rolls are most often made in situations where some dire consequence will occur if the roll is failed, it is the GM's prerogative to create terrible consequences for players who insist upon Fortune rolls when they are not appropriate, and then fail those rolls.

## Racial Affinity Modifier Table

Race	Racial Modifier	Title Bonus
Avian, Forest	+10%	+2% per Title
Avian, Mountain	+0%	+2% per Title
Centaur	+0%	+2% per Title
Dwarf, Civilized	-5%	+2% per Title
Dwarf, Dark	-10%	+2% per Title
Dwarf, Mountain	-10%	+2% per Title
Elf, Dark	-10%	+2% per Title
Elf, Gray	+0%	+2% per Title
Elf, High	+10%	+2% per Title
Elf, Wood	+5%	+2% per Title
Goblin	-10%	+2% per Title
Human, Barbaric	+0%	+2% per Title
Human, Civilized	+0%	+2% per Title
Midfolk, Forest	+0%	+2% per Title
Midfolk, River	+10%	+2% per Title
Midfolk, Town	+5%	+2% per Title
Ogre	-10%	+2% per Title
Saurian	-10%	+2% per Title

**Racial Modifier** is the bonus or penalty applied to the character's Affinity when the character is first created.

**Title Bonus** is the bonus added for each Title of the character, including 1st Title. Beginning characters start at 1st Title.

*Example:* A 3rd Title Mountain Dwarf character has an Appearance rating of 10, a Charm rating of 9, and a Social Class rating of 13. The average of these three is 11 (rounded up). Expressed as a percentage (11%), this is the base Affinity. The racial modifier for Mountain Dwarf is -10%. He gets +2% for his Title (+6%), for a total Affinity of 7%. The guy just doesn't make a good impression.

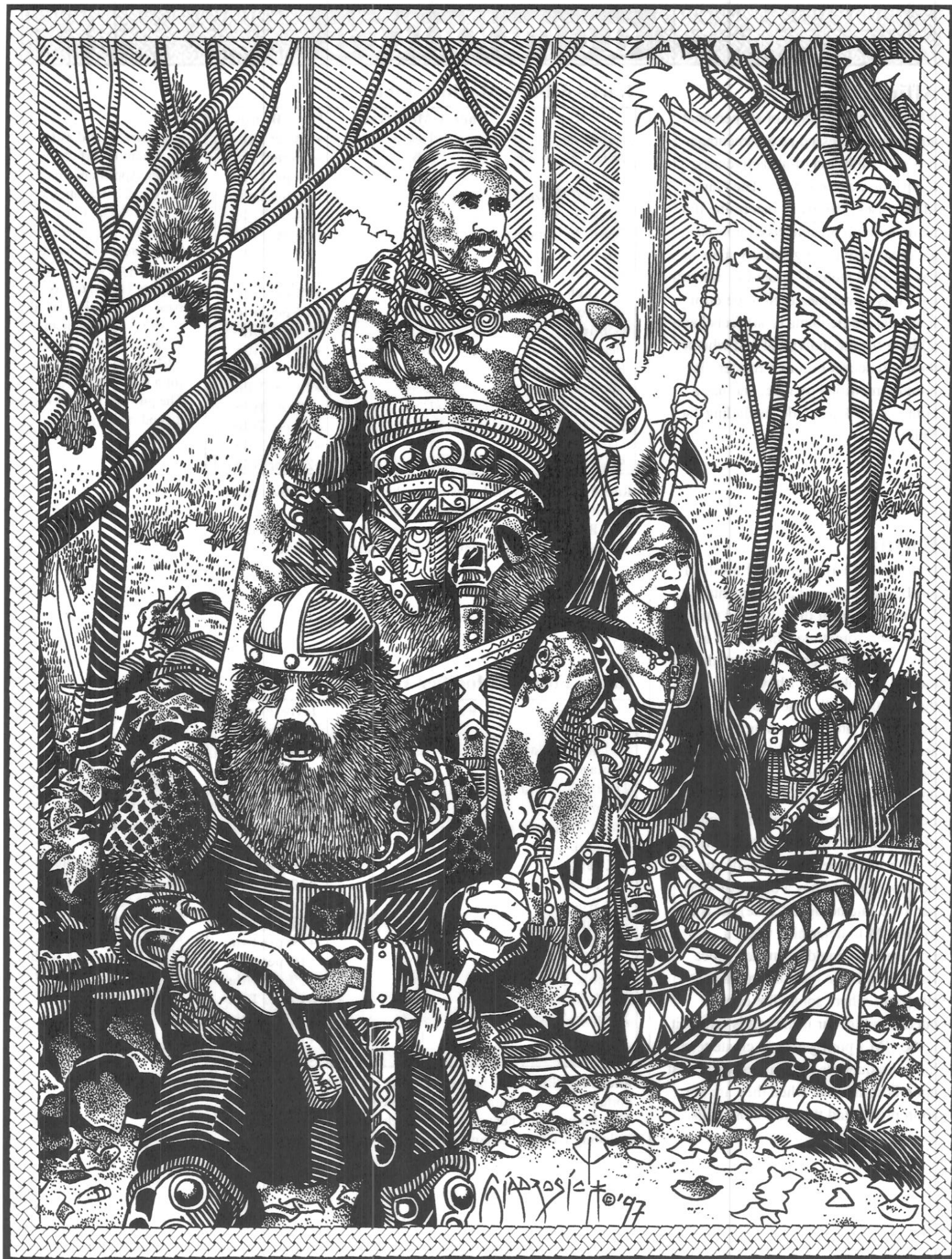
## Racial Fortune Modifier Table

Race	Racial Modifier	Title Bonus
Avian, Forest	-10%	+1% per Title
Avian, Mountain	-5%	+1% per Title
Centaur	+0%	+1% per Title
Dwarf, Civilized	+0%	+1% per Title
Dwarf, Dark	+0%	+1% per Title
Dwarf, Mountain	+5%	+1% per Title
Elf, Dark	-5%	+1% per Title
Elf, Gray	+0%	+1% per Title
Elf, High	+5%	+1% per Title
Elf, Wood	+0%	+1% per Title
Goblin	-5%	+1% per Title
Human, Barbaric	+5%	+1% per Title
Human, Civilized	+0%	+1% per Title
Midfolk, Forest	+10%	+1% per Title
Midfolk, River	+10%	+1% per Title
Midfolk, Town	+5%	+1% per Title
Ogre	-10%	+1% per Title
Saurian	-5%	+1% per Title

**Racial Modifier** is the bonus or penalty applied to the character's Fortune when the character is first created.

**Title Bonus** is the bonus added for each Title of the character, including 1st Title. Beginning characters start at 1st Title.

*Example:* A 10th Title Saurian character has an Aura rating of 10, a Piety rating of 12, and a Will Force rating of 14. The average of these three is 12. Expressed as a percentage (12%), this is the base Fortune. The racial modifier for Saurian is -5%. He gets +1% for his Title (+10%), for a total Fortune of 17%.





# RACES



he Imagine Role Playing System™ offers a variety of races from which the player may choose. Each race has its own flavor and unique set of abilities and disabilities. The introduction to each race offers some insight into the race; their likes and dislikes, how they feel about other races, etc. Following the introduction are various categories of information which detail the specific characteristics and abilities of the race. These are explained in the definitions below, to be referenced while reading the race.

## Definitions

**Attribute Adjustments:** These are modifiers to the character's initial attribute roll. This racial attribute modifier may not lower any attribute below 5 nor may it raise any attribute above its racial maximum.

**Racial Skills:** Here is a listing of possible racial skills the character may choose from. Skills are fully explained in a later section. These represent skills the being may have acquired during childhood and/or young adulthood as well as those which represent innate or instinctual abilities. The letters (u) and (w) denote skills of an (u)rban or (w)ilderness nature. The amount of racial skills a being may have is limited by the character's Knowledge (see Attributes: Knowledge). The Game Master may allow the player to choose his racial skills, or may insist that he roll them randomly.

**Resistance Adjustments:** These are the modifiers to some or all of the character's base resistance scores (determined from attributes). Though modifiers may raise a character's resistance higher than 100%, there is always a 10% chance of failure, so the maximum a resistance can be is 90%. The extra percentages are used if a further penalty is added. The only exception to this rule is for resistances for attributes over 20 (found in the Masters Manual), which may give natural resistances higher than 90%. In such cases, the unmodified number listed with the attribute is the maximum.

**Attribute Maximums:** Each race has its limits in attribute ratings. The character's rating may not exceed the listed number for the specific attribute, and if the number rolled for an attribute exceeds this limit, then the number must be reduced to the racial maximum.

**Starting Age:** Listed here is a random method to determine the character's actual starting age. The GM may allow a player to choose his age rather than rolling, but it must be within this range.

**Maximum Age:** This is the maximum projected life span for beings of this race.

**Aging Table:** The aging table shows how a non human will appear in age, from human standards, as opposed to his true age in years. Simply apply the appropriate steps in the column marked "modifiers to determine apparent age" to the character's actual age.

**Special Abilities/Powers:** Special sight, swimming or flying ability.

**Special Modifiers:** Some races have modifiers applied under certain circumstances, i.e. Dark Elves in the light of day.

**Perception, Fortune, and Affinity:** Any modifiers a race gets to its attribute characteristics will be found here.

**Endurance Modifier:** This is the Endurance modifier for a starting character of the race, as well as the random amount he gains each time a new Title is gained. (Endurance is explained in the Characteristics section.)

**Starting Equipment:** If a starting character of the race does not start with money, but instead starts with special equipment (such is the case with many non-civilized races) then a table for starting equipment will be listed here.

**Available Classes:** Any class in the Classes section which the race has access to is listed here for easy reference.



# RACES

## Civilized Human

The most common and adaptive of all races, Civilized Humans live anywhere and everywhere. Unchecked they would out-populate all of the major races in a few millennia; however, Civilized Humans are frequently their own enemies. They often factionalize and fight amongst themselves over the most foolish of issues. Most other races are perplexed by the Human ability to survive and prosper without strong direction.

Humans are willing to deal with every race that will let them, trading, stealing, cooperating as whim and circumstance dictates. Humans are watched with suspicion by all other races. Humans have no alignment restrictions at all.

### Civilized Human Racial Ability Table

Attribute Adjustments	Racial Skills	Resistance Adjustments
Any +3 Move 6	See Racial Skills Table Below	No Modifiers

**Special Abilities/Powers:** Because of their adaptive natures, Civilized Humans are allowed to add a total of 3 points divided by choice among up to 3 attributes. In addition, 6 points can be moved between attribute ratings before or after the 3 point bonus is added. Social Class cannot be modified by either of these methods.

**Racial Skills:** Humans acquire racial skills based on the area where they were raised and the number of skills allowed based on Knowledge (see below).

### Civilized Human Racial Skills Table

City	Town	Village
Cheat +10%	Cheat +10%	Animal Lore
Herb Lore	Climb	Blend
Jewelry Knowledge	Herb Lore	Climb
Law* +10%	Jewelry Knowledge	Cover Tracks
Lie +20%	Lie +10%	Herb Lore
Listen	Listen	Listen +10%
Meditate*		Mimic
Move Unheard		Move Unheard
Move Unseen		Set Traps (w)
Sleight of Hand		Track
Steal		
Street Knowledge		

\*Sail replaces Law and Navigate replaces Meditate if the city is a seaport.

**Starting Age:** 16+2d4 years.

**Maximum Age:** 100 years.

**Perception:** +0% **Affinity:** +0% **Fortune:** +0%.

**Endurance Modifier:** Starting Endurance +2, Title Bonus 1d4+1.

### Attribute Maximums

STR	AGL	VIT	INT	WIS	KNW	APP	CHM	SOC	AUR	PTY	WIL
19	18	18	20	20	20	18	20	20	20	20	20

**Available Classes:** All.



# RACES

## Barbaric Human

Barbaric Humans survive in every type of wilderness. They scratch out an existence even in the worst of climates or situations. They are known both for their variety as well as their surprising ability to overwhelm the more organized races, including their cousins the Civilized Humans. They are either wary or abnormally curious about other races, responding with either extreme naiveté or deep caution and cynicism. They are excellent hunters and most often find a natural balance with nature admired even by the Elves. The Barbaric Human race represents the aborigine; the American Indian, the early Mongol and the northern European Vikings and Celts. They are not limited by any one alignment.

**Barbaric Human Racial Ability Table**

Attribute Adjustments	Racial Skills	Resistance Adjustments
Strength +3	Animal Lore	Control +15%
Agility +1	Berserking	Magic +10%
Vitality +2	Blend	Poison +10%
Intelligence -1	Climb	
Knowledge -2	Cover Tracks	
Social Class -3	Herb Lore +10%	
	Listen +10%	
	Mimic	
	Move Unheard	
	Set Traps (w)	
	Tame Animal	
	Track +20%	

**Starting Age:** 15+1d4 years.

**Maximum Age:** 80 years.

**Special Abilities/Powers:** None.

**Perception:** -5% **Affinity:** +0% **Fortune:** +5%.

**Endurance Modifier:** Starting Endurance +3, Title Bonus 1d6.



### Attribute Maximums

STR	AGL	VIT	INT	WIS	KNW	APP	CHM	SOC	AUR	PTY	WIL
20	20	20	17	17	18	18	15	15	17	20	20

**Available Classes:** Warrior, Bard, Duelist, Ranger, Bandit, Buccaneer, Minstrel, Druid, Shaman, Black Witch, Gray Witch, White Witch.

**Beginning Equipment:** Barbaric Humans do not start with money as most other races. Instead they use Social Class to determine starting equipment. Small minor items like pouches, waterskins, etc. can be chosen by the player at the Game Master's discretion.

Social Class	Starting armor & weapons
5	Hide tunic, stone or bone knife and club.
6-7	Hide tunic & breeches, iron stiletto and staff.
8-9	Hide armor, spear or hand axe and dagger.
10-11	Hide armor, spear or war club and dagger or hand axe.
12-13	Hide armor, spear, war club or battle axe and dagger or hand axe; also any sword.
14-15	Light chain armor, wooden shield plus any of the above.



# RACES

## High Elf

High Elves are known for their love of story telling and entertainment. They are the most numerous of all Elves. High Elves generally have a positive outlook on life, and tend to be social butterflies, making few enemies due to their wit and famous sense of humor. They are slight of build and height, being on average a foot shorter than humans, but quicker and more agile. This, coupled with their almond shaped eyes, ears that taper upward into points and pale skin make High Elves easy to distinguish from other similar races. The High Elves are generally the most inquisitive and adaptable of all the Elves. They will live in most climates but prefer the soft winters of a warm mid-latitude coastal climate. They usually dwell in houses, forming small villages in wilderness areas which are never really large enough to be considered cities.

They protect their communities, but do seek contact with most other races, and only have animosity towards Dark Elves and Dark Dwarves. They trade freely with all races and have some of the greatest craftspeople of any race. High Elves sometimes are seen as foolish or carefree by their cousins. They tend to be any good alignment.



### High Elf Racial Ability Table

Attribute Adjustments	Racial Skills	Resistance Adjustments
Strength -1	Blend	Control +20%
Agility +2	Cover Tracks	Magic +5%
Vitality -2	Detect Magic	Poison -10%
Appearance +1	Herb Lore	Disease -10%
Charm +2	Listen +20%	
Social Class -2	Move Unheard	
Aura +1	Sing +20%	
Will Force -1	Track	

**Starting Age:** 97+3d10 years.

**Maximum Age:** 1000 years.

### High Elf Aging Table

Actual Age	Modifiers to Determine Apparent Age
1-10	None
11-100	Divide by 13 and add 9
101-500	Divide by 50 and add 15
501-750	Divide by 25 and add 5
751-900	Divide by 10 and subtract 40
901-975	Divide by 3 and subtract 250
976-1000	Subtract 900

**Special Abilities/Powers:** Exceptional eyesight.

**Perception:** +5% **Affinity:** +10% **Fortune:** +5%.

**Endurance Modifier:** Starting Endurance -1, Title Bonus 1-3.

### Attribute Maximums

STR	AGL	VIT	INT	WIS	KNW	APP	CHM	SOC	AUR	PTY	WIL
17	20	17	19	18	20	20	20	18	20	20	20

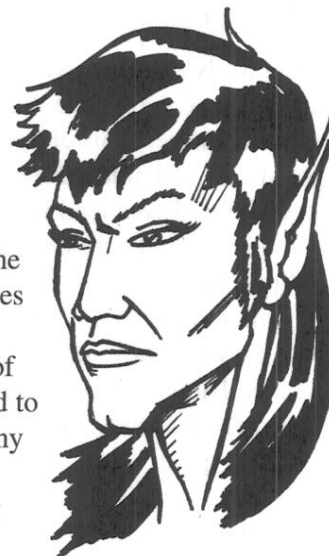
**Available Classes:** Warrior, Bard, Duelist, Knight, Ranger, Rogue, Acrobat, Assassin, Bandit, Buccaneer, Minstrel, Priest, Druid, Monk, Seer, Shaman, Mage, Alchemist, Mentalist, Sage, Trickster, White Witch, Gray Witch.

# RACES

## Gray Elf

Gray Elves are known for their pursuit of knowledge and intellectual studies, as well as their natural talent for magic. Their long life span usually gives them patience and a willingness to wait many situations out, thus Gray Elves may appear to react slowly to events. They have stronger ties to the arcane arts than any other Elf, and their attribute modifiers and racial skills reflect this. Due to their more scholarly pursuits, Gray Elves are usually more intellectual and less physical than the other races of Elves. Gray Elves have the trademark elven eyes and ears, but are slighter of build than any other race of elf. Gray Elves are also extremely pale and possess a hair color that is usually of a bluish to silver shade.

These Elves like secluded or protected areas, and are happiest when surrounded by any of their elven cousins. In fact, the other elven races look to the Gray Elves as leaders, and tend to be disorganized without their guidance. Gray Elves tend to be somewhat more aloof than any of their cousins, living in great cities with towers that reach toward the skies. These cities are always great bastions of arcane and magical knowledge. Gray Elves will work with any other race they deem necessary, but prefer the company of other Elves, especially High Elves. Often other races see their intellectual ability as arrogance, and fear their magical prowess. Gray Elves' racial motivations tend to be neutral, with individuals of any possible alignment.



### Gray Elf Racial Ability Table

Attribute Adjustments	Racial Skills	Resistance Adjustments
Strength -1	Area Sense	Control +25%
Vitality -2	Detect Alignment	Magic +15%
Intelligence +1	Detect Aura +10%	Poison -15%
Wisdom +2	Detect Magic +10%	Disease -10%
Charm -3	Decipher	
Aura +3	Herb Lore	
	Listen	
	Meditate +10%	

**Starting Age:** 94+6d10 years.

**Maximum Age:** 1600 years.

### Gray Elf Aging Table

Actual Age	Modifiers to Determine Apparent Age
1-10	None
11-100	Divide by 13 and add 9
101-740	Divide by 80 and add 16
741-1140	Divide by 40 and add 6
1141-1380	Divide by 16 and subtract 36
1381-1530	Divide by 6 and subtract 180
1531-1600	Divide by 3 and subtract 435

**Special Abilities/Powers:** Exceptional eyesight.

**Perception:** +10% **Affinity:** +0% **Fortune:** +0%

**Endurance Modifier:** Starting Endurance -1, Title Bonus 1-3.

### Attribute Maximums

STR	AGL	VIT	INT	WIS	KNW	APP	CHM	SOC	AUR	PTY	WIL
16	19	16	20	20	20	19	19	20	20	20	20

**Available Classes:** Warrior, Bard, Duelist, Knight, Dark Knight, Ranger, Rogue, Acrobat, Assassin, Buccaneer, Minstrel, Priest, Dark Priest, Druid, Monk, Seer, Mage, Alchemist, Mentalist, Sage, Trickster, White Witch, Gray Witch, Black Witch.

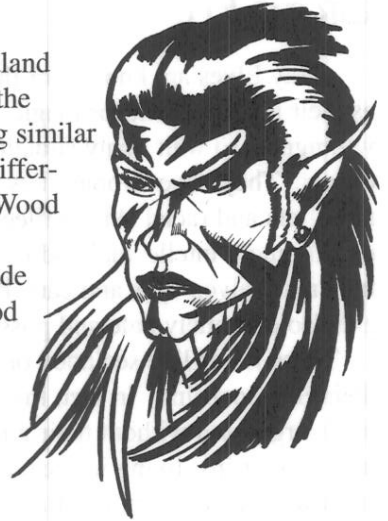


# RACES

## Wood Elf

Wood Elves are known for their love of music as well as their connection to the woodland realms, where they make their homes. Of the four species of Elves, the Wood Elves are the closest to nature. This closeness grants them strong influence over nature. While sharing similar tapered ears and almond shaped eyes like their elven cousins, they have pronounceable differences. Wood Elves tend to be sturdier and slightly larger than the other races of Elves. Wood Elves are also tanned skinned with darker hair.

Wood Elves tend to shun contact with those outside their woodland kingdoms, but trade with small towns and villages is usually tolerated. Though Wood Elves prefer other Wood Elves, they will have dealings with Forest Midfolk and Forest Avians. They tolerate Civilized Humans, River and Town Midfolk, Gray Elves, High Elves and Centaurs. Other races, however, are most often met with contempt. Wood Elves as a race tend to be neutral good.



### Wood Elf Racial Ability Table

Attribute Adjustments	Racial Skills	Resistance Adjustments
Strength -1	Animal Lore	Control +20%
Agility +2	Blend +20%	Magic +10%
Vitality -1	Cover Tracks	Poison -10%
Appearance +1	Herb Lore +10%	Disease -5%
Charm -3	Listen	
Social Class -3	Mimic	
Aura +1	Move Unheard +10%	
Piety +2	Set Trap (w)	
	Sing	
	Tame Animal	
	Track +10%	
	Wood Lore	

**Starting Age:** 96+4d10 years.

**Maximum Age:** 1200 years.

### Wood Elf Aging Table

Actual Age	Modifiers to Determine Apparent Age
1-10	None
11-100	Divide by 18 and add 10
101-700	Divide by 60 and add 14
701-1000	Divide by 30 and add 2
1001-1150	Divide by 10 and subtract 65
1151-1200	Divide by 2 and subtract 525

**Special Abilities/Powers:** Exceptional eyesight.

**Perception:** +5% **Affinity:** +5% **Fortune:** +0%.

**Endurance Modifier:** Starting Endurance +0, Title Bonus 1d4.

### Attribute Maximums

STR	AGL	VIT	INT	WIS	KNW	APP	CHM	SOC	AUR	PTY	WIL
18	20	18	18	20	19	18	17	15	19	20	20

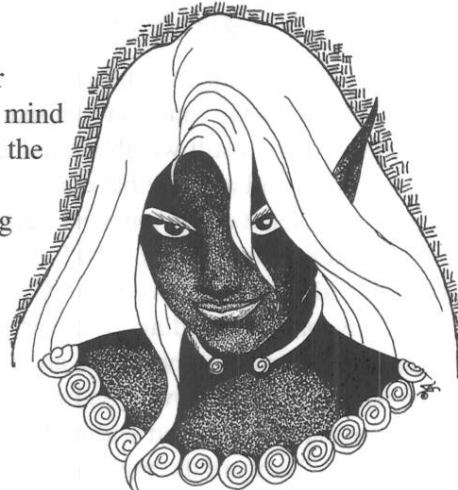
**Available Classes:** Warrior, Bard, Duelist, Knight, Ranger, Rogue, Acrobat, Assassin, Bandit, Minstrel, Priest, Druid, Seer, Shaman, Mage, Alchemist, Sage, Trickster, Gray or White Witch.

# RACES

## Dark Elf

Dark Elves are cruel and enjoy watching the downfall and pain of others. Their haunting songs proclaim the deeds of a sullen and somber race. They like to play mind games and dark tricks whenever they can get away with them. Long outcast from the other Elven cultures, Dark Elves prefer any home which hides them from the sun. They are known for their strong, innate magical abilities and their favor of slinking about at night.

The Dark Elves are hated and despised by most other races, including their Elven cousins. The Dark Dwarves are the exception and deal with these Elves on occasion. These Elves shun contact with most other races except to plunder and take slaves. As a race they tend to be of any evil alignment.



### Dark Elf Racial Ability Table

Attribute Adjustments	Racial Skills	Resistance Adjustments
Strength -1	Climb	Control +10%
Agility +2	Cover Tracks	Magic +10%
Vitality -1	Darkness +10%	Poison -5%
Charm -3	Detect Traps (u)	Disease -10%
Aura +2	Fear +10%	
	Levitation +10%	
	Listen	
	Move Unheard	
	Move Unseen +10%	
	Sing	
	Telekinesis +10%	
	Track	

**Starting Age:** 97+3d10 years.

**Maximum Age:** 1000 years.

### Dark Elf Aging Table

Actual Age	Modifiers to Determine Apparent Age
1-10	None
11-100	Divide by 13 and add 9
101-500	Divide by 50 and add 15
501-750	Divide by 25 and add 5
751-900	Divide by 10 and subtract 40
901-975	Divide by 3 and subtract 250
976-1000	Subtract 900

**Special Abilities/Powers:** Night Vision; Infravision 120'.

**Special Modifiers:** *Exposed to moderate light* (the Light skill, the invocation Light, etc.): Initially blinded for 1d6 +1 seconds. Afterwards -2 to hit and -1 to initiative.

*Exposed to sunlight or bright light:* Initially blinded for 3-30 (3d10) seconds. Afterwards -4 to hit/-2 initiative. Sunlight also does 1 point of damage per hour to all exposed areas.

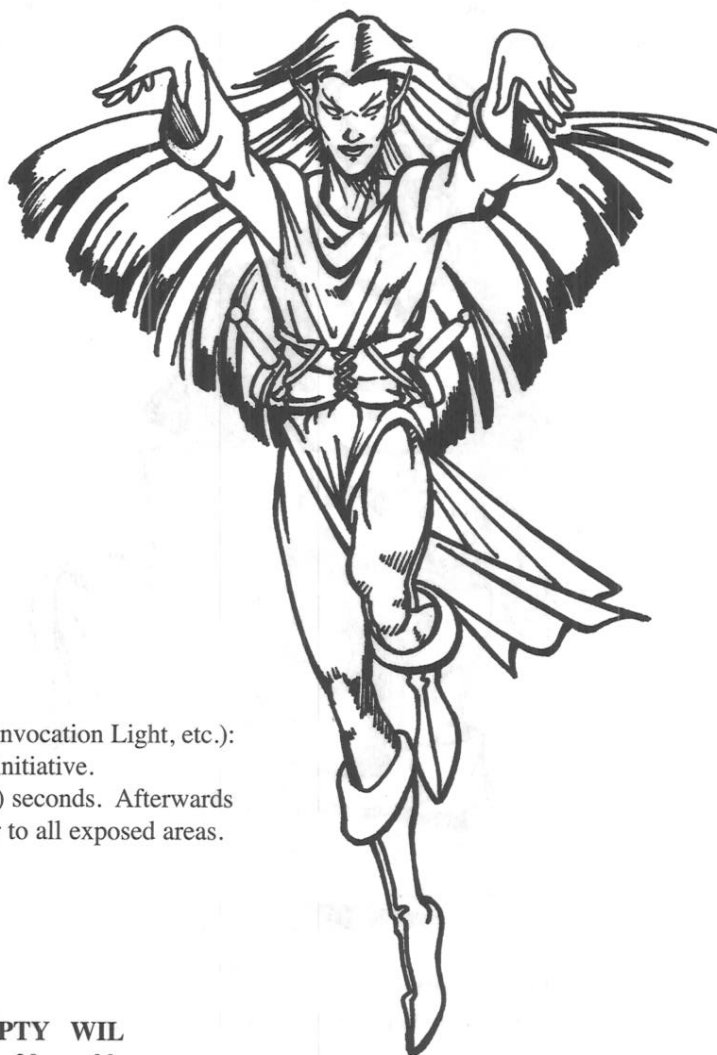
**Perception:** +10% **Affinity:** -10% **Fortune:** -5%.

**Endurance Modifier:** Starting Endurance -1, Title Bonus 1d4.

### Attribute Maximums

STR	AGL	VIT	INT	WIS	KNW	APP	CHM	SOC	AUR	PTY	WIL
17	20	17	19	19	20	19	18	20	20	20	20

**Available Classes:** Warrior, Bard, Duelist, Dark Knight, Rogue, Acrobat, Assassin, Bandit, Buccaneer, Minstrel, Dark Priest, Monk, Seer, Shaman, Mage, Alchemist, Mentalist, Sage, Trickster, Gray or Black Witch.





# RACES

## Civilized Dwarf

Dwarves are usually a dour and stern lot. They tend to be shaped like thickly muscled barrels. While being much shorter than humans, on average around three and one half feet, Civilized Dwarves still weigh around 200 pounds and more. This is due to their heavy, stocky frames and actually having bones made of stone. Pound for pound, Dwarves are known to be some of the toughest fighters that exist. Their well-trimmed beards show their careful and reserved nature, which has kept them out of as many battles as their great strength and ingenuity have won. Civilized Dwarves are an especially enterprising bunch, inventing, recording, discovering and using the natural sciences to their best advantage. Many Dwarves have an affinity for the magic in metal and stone. The most numerous of the Dwarven races, these Dwarves live both above ground, near great mountain ranges and within the mountains themselves, where they mine gems and jewels. They are the greatest craftspeople of any race. Dwarves are hardy and brave folk that survive hardship well, but they do fear the water with very good reason. In it, they sink from the stone inside their bones. Dwarves have a slow birth rate, and only one in thirty births produces a daughter. A daughter is the rarest treasure a Civilized Dwarf can ever know, and as such they are known for their extreme over-protectiveness. Almost no other race ever sees a female Dwarf, and few other Dwarves do for that matter. Dwarves happily trade with any intelligent, peaceful race. They prefer to trade for foodstuffs, clothing and other items that are not as easily produced by Dwarves in their mountain halls. Civilized Dwarves as a race tend toward neutral good.



### Civilized Dwarf Racial Ability Table

Attribute Adjustments	Racial Skills	Resistance Adjustments
Strength +2	Depth Knowledge +20%	Illusion +20%
Agility -2	Detect Traps (u)	Poison + 10%
Vitality +2	Direction Knowledge	Magic +20%
Intelligence +1	Jewelry Knowledge	Control +10%
Knowledge +2	Listen	
Appearance -2	Metal Lore +15%	
Charm -2	Stone Lore +15%	
Aura -2		
Will Force +1		

**Starting Age:** 20+3d10 years.

**Maximum Age:** 200 years.

### Civilized Dwarf Aging Table

Actual Age	Modifiers to Determine Apparent Age
0-10	None
11-20	Divide by 2 and add 5
21-200	Divide by 3 and add 9

**Special Abilities/Powers:** Infravision 60'.

**Perception:** -5% **Affinity:** -5% **Fortune:** +0%.

**Endurance Modifier:** Starting Endurance +4, Title Bonus 1d4+1.

### Attribute Maximums

STR	AGL	VIT	INT	WIS	KNW	APP	CHM	SOC	AUR	PTY	WIL
20	17	19	20	20	20	16	15	20	17	20	20

**Available Classes:** Warrior, Bard, Duelist, Knight, Rogue, Assassin, Bandit, Buccaneer, Minstrel, Priest, Seer, Alchemist.

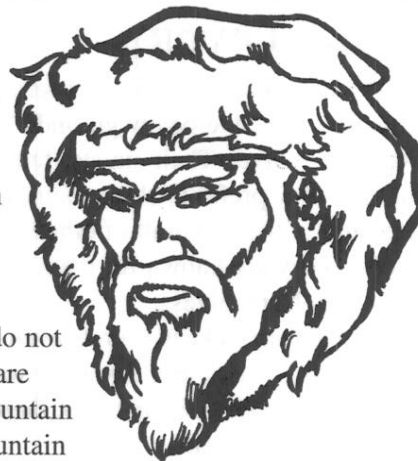


# RACES

## Mountain Dwarf

Dwarves are dangerous warriors, and Mountain Dwarves especially so. Their wild, unkempt beards let them be recognized as the berserk fighters that they are. Though fewer in number than their civilized cousins, Mountain Dwarves make up for this in sheer ferocity. They generally live in caves and stone huts along the tops of mountain ranges, and only form wandering groups or tribes. They are a proud people who live off the land and survive the harshest conditions. Their bones have the weight and toughness of rock, and contain stone like those of their cousins.

Dwarves fear the water because no Dwarf can swim unaided. Mountain Dwarves do not have the birth rate problem that their Civilized and Dark cousins do. Still, daughters are rare, and only one in eight Mountain Dwarves are female. When times are tough, Mountain Dwarves will raid and pillage any nearby race, taking what they need to survive. Mountain Dwarves as a race tend toward neutrality.



### Mountain Dwarf Racial Ability Table

Attribute Adjustments	Racial Skills	Resistance Adjustments
Strength +3	Berserking +20%	Magic +25%
Vitality +3	Climb +10%	Poison +20%
Appearance -2	Cover Tracks	Disease +5%
Charm -4	Listen	
Social Class -4	Mimic	
Aura -3	Set Trap (w)	
Will Force +2	Tame Animal Track	

### Mountain Dwarf Aging Table

Actual Age	Modifiers to Determine Apparent Age
0-10	None
11-20	Divide by 2 and add 5
21-200	Divide by 3 and add 9

**Starting Age:** 20+3d10 years.

**Maximum Age:** 200 years.

**Special Abilities/Powers:** Infravision 30'.

**Perception:** -5% **Affinity:** -10% **Fortune:** +5%.

**Endurance Modifier:** Starting Endurance +4, Title Bonus 1d6.

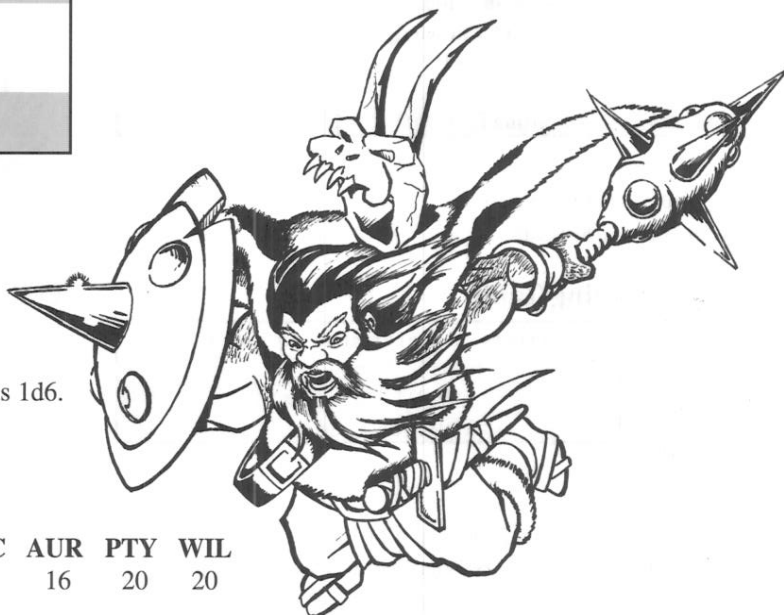
### Attribute Maximums

STR	AGL	VIT	INT	WIS	KNW	APP	CHM	SOC	AUR	PTY	WIL
20	17	20	16	16	18	15	14	14	16	20	20

**Available Classes:** Warrior, Bard, Duelist, Ranger, Bandit, Shaman.

**Beginning Equipment:** Mountain Dwarves do not start with money as other races. Instead their starting equipment is determined by Social Class. Small minor items like bone needle, thread, etc. can be chosen by the player at the Game Master's discretion.

Social Class	Starting armor & weapons
5	Hide tunic, stone or bone knife and club.
6-7	Hide tunic & breeches, iron stiletto and staff.
8-9	Hide armor, spear or hand axe and dagger.
10-11	Hide armor, spear or war club and dagger or hand axe.
12-13	Hide armor, spear, war club or battle axe and dagger or hand axe; also any sword.
14	Light chain armor, wooden shield plus any of the above.



# RACES

## Dark Dwarf

The most notorious and mysterious of the Dwarven races are the Dark Dwarves who live below ground. They love to mine the deep caverns in which they live. Their sinister faces are rarely seen in the bright countryside, as they prefer to slink about in the shadows, scheming and taking pleasure in the downfall of others. Dark Dwarves enjoy taking from all other races. They are known for their secret societies and their occasional dealings with Dark Elves.

Dark Dwarves keep secrets even darker than themselves. The other Dwarves see them as a cowardly folk that plunder other races as a matter of course. Like all their brethren, their bones contain stone. They are adept craftspeople as well.

These Dwarves also fear the water. Dark Dwarves suffer the slowest rate of birth of any Dwarf, and only one in forty births produces a daughter. A female Dwarf is coveted and kept from all others. Dark Dwarves as a race tend toward neutral evil.



### Dark Dwarf Racial Ability Table

Attribute Adjustments	Racial Skills	Resistance Adjustments
Strength +2	Depth Knowledge +30%	Poison +25%
Vitality +2	Detect Traps (u)	Magic + 20%
Intelligence +1	Direction Knowledge	Control +10%
Knowledge +2	Jewelry Knowledge	
Appearance -4	Listen +10%	
Charm -3	Metal Lore +5%	
Aura -1	Stone Lore +5%	

**Starting Age:** 20+3d10 years.

**Maximum Age:** 200 years.

### Dark Dwarf Aging Table

Actual Age	Modifiers to Determine Apparent Age
0-10	None
11-20	Divide by 2 and add 5
21-200	Divide by 3 and add 9

**Special Abilities/Powers:** Infravision 60'.

**Special Modifiers:** Initially blinded for 1d6 +1 seconds.

Afterwards -2 to hit and -1 to initiative.

**Perception:** +0% **Affinity:** -10% **Fortune:** +0%.

**Endurance Modifier:** Starting Endurance +3, Title Bonus 1d4.

### Attribute Maximums

STR	AGL	VIT	INT	WIS	KNW	APP	CHM	SOC	AUR	PTY	WIL
19	17	18	18	18	20	14	15	18	18	20	20

**Available Classes:** Warrior, Bard, Duelist, Dark Knight, Rogue, Assassin, Bandit, Buccaneer, Minstrel, Dark Priest, Seer, Shaman, Alchemist, Trickster, Black Witch.



# RACES

## Town Midfolk

Midfolk are named so because they are usually around three feet tall, or half the size of a human in height. The typical Midfolk is a complacent, happy person who enjoys life just enough not to risk it. But occasionally, even among Midfolk, adventurous souls are born. Those that don't get out much tend to be a bit rotund. The younger Midfolk that do venture out are often times mistaken for human children, due to their cherubic faces and sometimes childlike demeanor. In fact, because of their lack of facial hair, the only way to tell the difference between them is the hair that grows thickly on the hands and feet of the Midfolk.

The often indifferent and intractable Town Midfolk are known for keeping a tidy, well-stocked home. They also keep a strong neighborly sense of community at the expense of interaction with other races, and tend to remain a bit secluded from outsiders. They are excellent cooks and have an ability with animals that is second only to the Elven-kind. Their naiveté of the greater world is often profound, and thus they are unlikely to turn away a single unarmed stranger from their door. Town Midfolk live in small hills and tiny homes in hideaway valleys. They are able to fight surprisingly well in defense of home and hearth. Most Town Midfolk keep both a militia and police force in the form of sheriffs and part-time deputies. Town Midfolk are generally good in alignment.



### Town Midfolk Racial Ability Table

Attribute Adjustments	Racial Skills	Resistance Adjustments
Strength -2	Animal Lore	Magic +5%
Agility +1	Detect Alignment	Illusion -20%
Vitality +1	Herb Lore	
Knowledge +1	Listen +10%	
Charm -1	Move Unheard +20%	
Will Force -2	Move Unseen +20%	
	Tame Animal	
	Track	

**Starting Age:** 18+3d4 years.

**Maximum Age:** 120 years.

### Town Midfolk Aging Table

Actual Age	Modifiers to Determine Apparent Age
0-40	None
41-120	Divide by 2 and add 20

**Special Abilities/Powers:** None

**Perception:** +5% **Affinity:** +5% **Fortune:** +5%.

**Endurance Modifier:** Starting Endurance -3, Title Bonus 1-3.

### Attribute Maximums

STR	AGL	VIT	INT	WIS	KNW	APP	CHM	SOC	AUR	PTY	WIL
16	19	16	18	20	20	18	20	16	18	20	20

**Available Classes:** Warrior, Bard, Duelist, Ranger, Rogue, Acrobat, Bandit, Minstrel, Priest, Druid, Mage, Trickster, Alchemist.



# RACES

## Forest Midfolk

Forest Midfolk tend to be hairier than the other Midfolk. They are more active than their cousins but are even more unlikely to risk life or limb for travels. The adventuring Forest Midfolk is a true maverick. The secretive and reclusive Forest Midfolk is barely known at all by other races. They create tiny hidden communities of a few dozen families. They protect these communities aggressively unless faced with great odds. In such circumstances they are known to disappear deeper into the forests and recesses of the land, abandoning their homes to save the overall community.

Forest Midfolk are second only to Wood Elves in their rapport with nature. They often live in tree homes or natural huts. They are quiet and generally unseen. The Forest Midfolk are suspicious, even of other Midfolk. They will sometimes trade with Wood Elves and Forest Avians by arrangement only. When they do form friendships, they are lasting and represent a deep trust of the individual. They are considered neutral good as a race.



**Forest Midfolk Racial Ability Table**

Attribute Adjustments	Racial Skills	Resistance Adjustments
Strength -1	Animal Lore	Magic +10%
Agility +1	Blend +20%	Control +10%
Appearance +1	Climb	Illusion -30%
Charm -3	Cover Tracks	
Social Class -2	Herb Lore	
	Listen +10%	
	Mimic	
	Move Unheard +20%	
	Tame Animal	
	Track	
	Wood Lore	

**Starting Age:** 16+2d4 years.

**Maximum Age:** 100 years.

**Forest Midfolk Aging Table**

Actual Age	Modifiers to Determine Apparent Age
0-40	None
41-120	Divide by 2 and add 20

**Special Abilities/Powers:** None.

**Perception:** +0% **Affinity:** +0% **Fortune:** +10%

**Endurance Modifier:** Starting Endurance -3, Title Bonus 1-3.



### Attribute Maximums

STR	AGL	VIT	INT	WIS	KNW	APP	CHM	SOC	AUR	PTY	WIL
17	19	18	18	19	19	16	16	14	18	20	20

**Available Classes:** Warrior, Bard, Duelist, Ranger, Acrobat, Bandit, Minstrel, Druid, Shaman, Gray or White Witch.



# RACES

## River Midfolk

The irascible and amiable River Midfolk are most at home on the water. They live on or around lakes and rivers, and are sometimes known to even inhabit sea-ports. They are natural swimmers and are well liked by most other races. River Midfolk have a developed sense of humor and good nature that makes up for their diminutive size. These Midfolk love story telling and enjoy the company of other races. They are more daring than any of their cousins, and regularly produce adventuring souls. They are endowed with a straightforward nature, yet bring a sense of wonder to all they do.

River Midfolk live on barges and in low buildings near their favorite body of water. They are an agile and able crew for any water craft. River Midfolk fishing boats usually double as their patrol craft. River Midfolk are generally good in alignment.



### River Midfolk Racial Ability Table

Attribute Adjustments	Racial Skills	Resistance Adjustments
Strength -2	Climb	Magic +15%
Agility +1	Detect Alignment	Illusion -20%
Intelligence -1	Direction Knowledge	
Knowledge +1	Herb Lore	
Charm +2	Listen +10%	
	Move Unheard +20%	
	Navigate +10%	
	Sail +10%	

**Starting Age:** 19+3d4 years.

**Maximum Age:** 120 years.

### River Midfolk Aging Table

Actual Age	Modifiers to Determine Apparent Age
0-40	None
41-120	Divide by 2 and add 20

**Special Abilities/Powers:** None.

**Perception:** +5% **Affinity:** +10% **Fortune:** +10%.

**Endurance Modifier:** Starting Endurance -3, Title Bonus 1-3.

### Attribute Maximums

STR	AGL	VIT	INT	WIS	KNW	APP	CHM	SOC	AUR	PTY	WIL
16	19	17	18	20	20	18	20	16	18	20	20

**Available Classes:** Warrior, Bard, Duelist, Ranger, Rogue, Acrobat, Assassin, Bandit, Buccaneer, Minstrel, Priest, Druid, Seer, Shaman, Mage, Alchemist, Mentalist, Sage, Trickster, White Witch, Gray Witch, Black Witch.



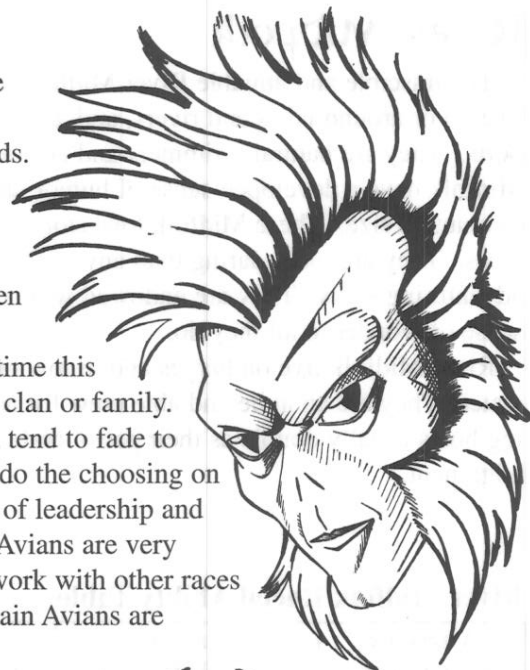


# RACES

## Mountain Avian

These mammalian fliers live in high mountain rookeries. They have large membranous wings, separate from their arms, and possess the ability to see objects at a great distance. They have developed resistance to fire of all kinds. These Avians survive by trapping and hunting near their mountain homes.

Mountain Avians form into tight families and clans that they refer to as wings. These bat-like beings produce live births and only the father is expected to raise and nurture the young Mountain Avians after they have been weaned. During puberty, some of the hair on their heads and backs changes color to match the family and clan they are surrounded by. Within a year's time this coloring locks in, and they are thereafter marked for life as belonging to the clan or family. Outcasts from their society are thought of as insane and their coloration will tend to fade to white. Mountain Avians rarely choose a mate for life. The females usually do the choosing on a temporary basis. The female Mountain Avians are most often in positions of leadership and cultivate a mystique by their separation after early child rearing. Mountain Avians are very responsible beings who take work and life decisions seriously. They often work with other races as scouts in trade for goods they can not manufacture on their own. Mountain Avians are considered neutral as a race.



### Mountain Avian Racial Ability Table

Attribute Adjustments	Racial Skills	Resistance Adjustments
Strength -1	Climb +10%	Illusion +40%
Agility +2	Direction Knowledge +20%	Control +25%
Vitality -2	Herb Lore	
	Listen +10%	
	Set Traps (w)	
	Track	
	Truth Tell +10%	

**Starting Age:** 30+5d4 years.

**Maximum Age:** 250 years.

### Mountain Avian Aging Table

Actual Age	Modifiers to Determine Apparent Age
0-10	None
11-20	Divide by 2 and add 5
21-140	Divide by 3 and add 8
141-250	Divide by 4 and add 20

**Perception:** +10% **Affinity:** +0% **Fortune:** -5%.

**Endurance Modifier:** Starting Endurance -2, Title Bonus 1d4.

**Special Abilities/Powers:** Far sight (can see objects clearly at a distance of a mile or more). Sustained flight at x4 walking speed. Magic Resistance is +20% to fire-based magic, and fire does -1 per die of damage whether it is magic or mundane fire.

**Special Modifiers:** Need 40 ft. running start or 20 ft. drop in order to initiate flight.

### Attribute Maximums

STR	AGL	VIT	INT	WIS	KNW	APP	CHM	SOC	AUR	PTY	WIL
18	20	18	18	16	20	18	18	17	18	20	20

**Available Classes:** Warrior, Bard, Duelist, Rogue, Assassin, Bandit, Minstrel, Priest, Dark Priest, Seer, Mage, Mentalist, Trickster.



# RACES

## Forest Avian

These feathered-wing fliers live in forests and woodlands. They live in tree homes and aviaries and love the open skies. They are gregarious but not to the point of racial amiability. Forest Avians are trusted by those they meet and tend to be a well traveled lot. Like their cousins, they have developed resistance to all kinds of fire.

Forest Avians form into loose groups that form and reform based on season, climate, religious affiliation and mating habits. They are known to travel far and wide as individuals or in small groups. As a rite of passage, young Forest Avians of both sexes take a freedom flight far from their comfortable nests. They are expected to return a month or more later with a tale, a mate, or a calling.

Unlike birds they have live births, but can reproduce only once per year, usually in the spring. The young are nurtured by either parent, but usually one is predominate. The coloration between Forest Avians plumage varies greatly, often even between parent and offspring, and this plumage is a source of pride and individuality. These Avians are mostly of good alignments.



**Forest Avian Racial Ability Table**

Attribute Adjustments	Racial Skills	Resistance Adjustments
Strength -2	Blend	Illusion +30%
Agility +2	Climb	Control +20%
Charm -2	Direction Knowledge +20%	
	Herb Lore +10%	
	Listen +10%	
	Mimic	
	Sing +10%	
	Tame Animal	
	Track	

**Starting Age:** 20+5d4 years.

**Maximum Age:** 180 years.

**Forest Avian Aging Table**

Actual Age	Modifiers to Determine Apparent Age
0-10	None
11-20	Divide by 2 and add 5
21-140	Divide by 3 and add 8
141-180	Divide by 4 and add 20

**Special Abilities/Powers:** Far sight (can see objects clearly at a distance of a mile or more). Sustained flight at x4 walking speed. Magic Resistance +20% to fire-based magic, and fire does -1 per die of damage whether it is magic or mundane fire.

**Special Modifiers:** Need 30 ft. run or 15 ft. drop in order to initiate from flight.

**Perception:** +10% **Affinity:** +10% **Fortune:** -10%.

**Endurance Modifier:** Starting Endurance -2, Title Bonus 1d4.

### Attribute Maximums

STR	AGL	VIT	INT	WIS	KNW	APP	CHM	SOC	AUR	PTY	WIL
17	19	18	18	18	19	18	18	17	20	20	20

**Available Classes:** Warrior, Bard, Duelist, Ranger, Bandit, Minstrel, Priest, Druid, Seer, Shaman, Mage, Alchemist, Trickster, White Witch, Gray Witch.

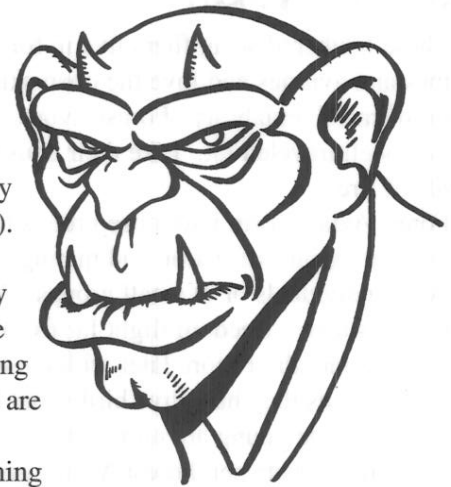
# RACES

## Goblin

The prolific and vicious Goblins are a bane to most other races. Goblins can live in most climates, but prefer dark places like caves and twisted woods. Goblins reproduce faster than any other race. They grow to maturity twice as fast as humans do and many times faster than other races. Goblins can be very hairy or completely without hair, and tend to vary widely in size and form. They have gnarled teeth which create a fearsome appearance (whether they are or not). Their complexion varies from olive skinned to ruddy.

Goblins are born warriors and most choose this as a "career". They have very simple notions of right and wrong. The strongest have the right to take from the weaker. Cooperation between Goblins is often lacking, as it usually takes a strong outside influence to bring them together. Fear and hunger and the urge to breed are their strongest motivations.

Goblins raid and steal as their chief source of livelihood. They are often cunning but rarely are they innovative. They are rarely tolerated by other races and never in any sort of group. Goblins are treated as vermin by Humans, Elves and Dwarves. Even with so many natural enemies, the Goblins still manage to thrive. In fact, a few have even been able to integrate into Civilized Human society. Goblins can be of any alignment but most are evil.



### Goblin Racial Ability Table

Attribute Adjustments	Racial Skills	Resistance Adjustments
Strength +2	Berserking	Disease +20%
Agility -1	Climb	Poison +20%
Vitality +2	Cover Tracks	Control -10%
Wisdom -1	Mimic	Illusion -15%
Knowledge -2	Smell +30%	
Appearance -4	Set Traps (w)	
Charm -2	Track	
Social Class -2		

### Goblin Aging Table

Actual Age	Modifiers to Determine Apparent Age
0-10	Multiply by 2
11-70	Add 10

**Starting Age:** 8+1d6 years.

**Maximum Age:** 70 years.

**Special Abilities/Powers:** Night Vision.

**Perception:** -5% **Affinity:** -10% **Fortune:** -5%

**Endurance Modifier:** Starting Endurance +4, Title Bonus 1d4+1.



### Attribute Maximums

STR	AGL	VIT	INT	WIS	KNW	APP	CHM	SOC	AUR	PTY	WIL
20	19	20	16	15	19	14	16	16	16	20	20

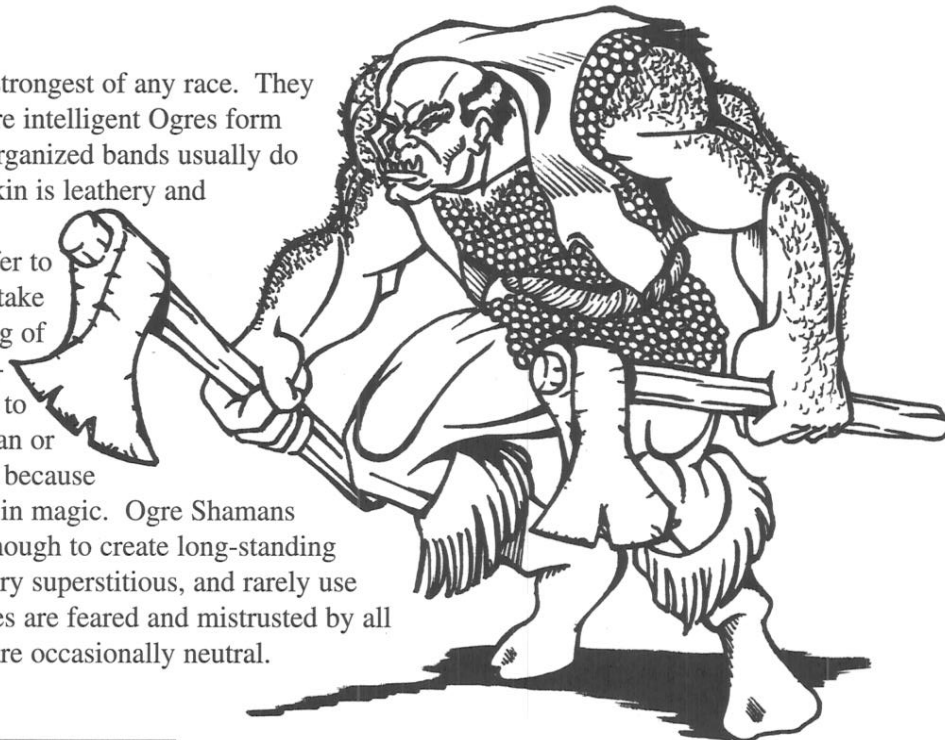
**Available Classes:** Warrior, Bard, Duelist, Dark Knight, Ranger, Rogue, Assassin, Bandit, Buccaneer, Minstrel, Priest, Dark Priest, Druid, Seer, Shaman, Mage, Alchemist, Trickster, White Witch, Gray Witch, Black Witch.

# RACES

## Ogre

The solitary and stubborn Ogres are the strongest of any race. They prefer hills and mountains. Sometimes more intelligent Ogres form and rule over organized groups, but these organized bands usually do not last for long. Ogres are tough. Their skin is leathery and provides protection, even without armor.

Ogres make excellent bandits. They prefer to overpower small groups of other races and take them as slaves. Ogres rarely create anything of their own except crude weapons. The occasional Ogre is intelligent and gifted enough to follow the ways of magic, either as a Shaman or a Witch. These Ogres are extremely feared because they are both powerfully strong and skilled in magic. Ogre Shamans and Witches are the only Ogres powerful enough to create long-standing Ogre tribes. Non-magic using Ogres are very superstitious, and rarely use any magic except for magic weapons. Ogres are feared and mistrusted by all other races. Although generally evil, they are occasionally neutral.



### Ogre Racial Ability Table

Attribute Adjustments	Racial Skills	Resistance Adjustments
Strength +4	Berserking +10%	Magic -10%
Vitality +4	Climb	Poison +15%
Intelligence* -3	Cover Tracks	Disease +15%
Wisdom* -3	Detect Magic*	
Knowledge* -2	Force +10%	
Appearance -4	Herb Lore*	
Charm -2	Listen	
Social Class* -6	Smell +10%	
Aura -1	Track	

**Starting Age:** 8+1d6 years.

**Maximum Age:** 70 years.

### Ogre Aging Table

Actual Age	Modifiers to Determine Apparent Age
0-10	Multiply by 2
11-70	Add 10

**Gift of Magic:** 5% of Ogres are born with the gift for magic. Those that do are eligible for the racial skills Herb Lore and Detect Magic, and suffer only a -1 penalty to Intelligence, Wisdom, and Knowledge, and only a -2 to Social Class.

**Perception:** -10% **Affinity:** -10% **Fortune:** -10%

**Endurance Modifier:** Starting Endurance +6, Title Bonus 1d6+1.

**Special Abilities/Powers:** Infravision 30'. Hide, 5 points of in all areas.

### Attribute Maximums

STR	AGL	VIT	INT	WIS	KNW	APP	CHM	SOC	AUR	PTY	WIL
22	16	22	18	16	19	15	14	14	18	20	20

**Available Classes:** Warrior, Ranger, Duelist, Bandit, Buccaneer, Shaman, White Witch, Gray Witch, Black Witch.

**Beginning Equipment:** Ogres do not start with money. Instead they start with possessions based on social class:

Social Class	Starting armor & weapons
5	Hide tunic, stone or bone knife and club.
6-7	Hide tunic & breeches, iron stiletto and staff.
8-9	Hide armor, spear or hand axe and dagger.
10-11	Hide armor, spear or war club and dagger or hand axe.
12-13	Hide armor, spear, war club or battle axe and dagger or hand axe; also any sword.
14	Light chain armor, wooden shield plus any of the above.



# RACES

## Centaurs

The great and mighty Centaurs are a proud race. Human in appearance from the waist up and an equine animal (horse) from the waist down, they live in rural, agricultural societies. They are generally found in plains and valleys, and are often nomadic, moving a few times a year from one planting ground to another. They are strict vegetarians, to the point of being insulted if meat is eaten in their presence. Centaurs are respected by Elves, Humans and Dwarves. They do not mind other races if they prove trustworthy, and will make alliances on occasion.

Centaurs respect their elders and have a strong oral tradition. They are fierce warriors when they must be but are generally peaceful. They can be stern and are known for swift but fair justice. A Centaur reproduces as a horse would. Like horses they have one mating season per year, foaling in the spring. Centaurs tend to be neutral good in alignment.

### Centaur Racial Ability Table

Attribute Adjustments	Racial Skills	Resistance Adjustments
Strength +2	Cover Tracks	Control -10%
Vitality +4	Force +10%	Illusion -15%
Wisdom +2	Herb Lore +10%	
Knowledge -2	Listen	
Appearance -2	Track +10%	
	Truth Tell	

**Starting Age:** 30+5d4 years.

**Maximum Age:** 250 years.

### Centaur Aging Table

Actual Age	Modifiers to Determine Apparent Age
0-10	None
11-20	Divide by 2 and add 5
21-140	Divide by 3 and add 8
141-250	Divide by 4 and add 20

### Centaur Special Attack Table

Attack	Speed (minimum)	Damage
Foreleg	6 (4)	3d6 + Strength (smashing)
Hindleg	5 (3)	4d6 + Strength (smashing)
*Trample	* (*)	5d6 + Strength to 1d4 body areas

\*Only to prone opponents as a move through (over) attack.

**Special Attacks:** Centaurs have additional attack options, based on the horse portion of their bodies. Centaurs may only wear flexible armor on their shins and tail.

**Special Abilities/Powers:** Centaurs have a galloping speed which is x4 their walking speed.

**Special Modifiers:** All Agility saves are at +20% for being a quadruped except when trampling, which requires an Agility save at -10% to avoid falling down.

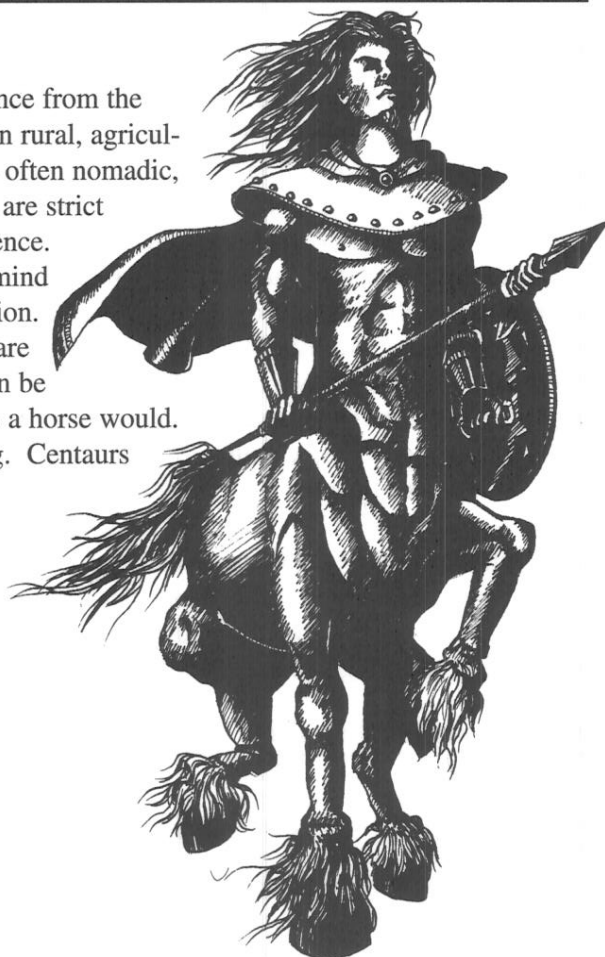
**Perception:** +0% **Affinity:** +0% **Fortune:** +0%.

**Endurance Modifier:** Starting Endurance +5, Title Bonus 1d6+1.

### Attribute Maximums

STR	AGL	VIT	INT	WIS	KNW	APP	CHM	SOC	AUR	PTY	WIL
20	17	22	18	20	20	18	18	16	18	20	20

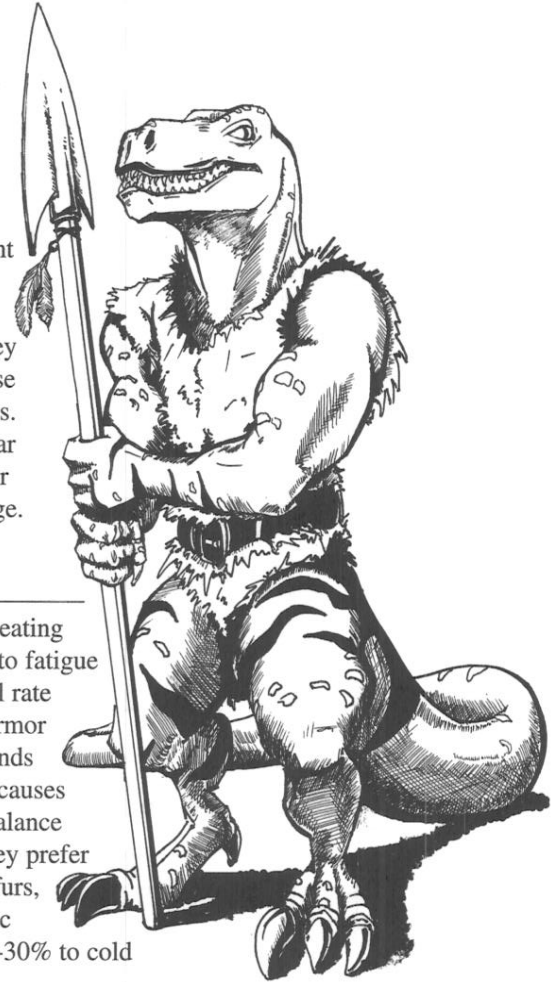
**Available Classes:** Warrior, Bard, Duelist, Knight, Ranger, Rogue, Bandit, Minstrel, Priest, Druid, Seer, Shaman, White Witch, Gray Witch.



# RACES

## Saurian

The Saurian is a lizard-like being who walks and runs upright. Unlike lizards they are not cold-blooded and are agile in warm or cold weather. They prefer warm, dank conditions because it keeps their scales from itching but they can survive easily in most climates. The Saurian is highly evolved and has far more than a reptilian brain. They possess most higher emotions but do not understand or accept fear. Their instinctual survival response mechanisms are not rooted in a mammalian fight or flight fear response. They can sense danger, but react without feeling fear. They possess fighting claws and sharp teeth as well as scaled hide. They have a strong tail they use for balance and to strike with. These traits, accompanied by a high pitch keen they make during combat, make them fearsome warriors. Their keen has been said to cause fear, resulting in a morale check for non-player characters and other non-player beings. Failure indicates a fear response and the unfortunate victim will run until they can hear the keen no more. Saurians do not organize well because of their constant warring for hierarchical placement. It is rare to see groups bigger than a large clan or small village. Their skin varies from mottled grays to bright greens, and adapts during puberty to permanently match their terrain.



### Saurian Racial Ability Table

Attribute Adjustments	Racial Skills	Resistance Adjustments
Strength +3	Berserking	Control +30%
Vitality +3	Blend	Disease +20%
Knowledge -2	Climb	Magic -10% *
Appearance -2	Cover Tracks	
Charm -4	Danger Knowledge +20%	
Aura -2	Force	
	Listen	
	Smell +10%	
	Track	

\* -30% Magic Resistance to cold based magic.

**Starting Age:** 8+1d6 years.

**Maximum Age:** 70 years.

### Saurian Aging Table

Actual Age	Modifiers to Determine Apparent Age
0-10	Multiply by 2
11-70	Add 10

**Perception:** +0% **Affinity:** -10% **Fortune:** -5%

**Endurance Modifier:** Starting Endurance +5, Title Bonus 1d6.

**Special Modifiers:** Saurians rarely wear plate armor or chain as this tends to chafe their scaly hide. Wearing chain or plate armor causes a loss of 1 point of hide per day of wear. The hide will repair itself only after metal armor is removed and then at a rate of 1 point of hide returned per day. This effect occurs even when the armor is layered. Also, wearing any suit with chain or plate

will cause overheating and the Saurian to fatigue at double normal rate (see fatigue). Armor over twenty pounds above the waist causes them to be off balance (-2 Agility). They prefer instead to wear furs, skins, etc. Magic Resistance is at -30% to cold based magic.

**Special Abilities/Powers:** Night Vision. Immune to fear in any form. Saurians have a piercing keen which causes a morale check in non-player opponents; failure indicates the opponent panics and flees at this wail. Hide equal to 1 point per 3 full points of Endurance (20 hide maximum). Surprise Attack and Blend are at +20% in their native terrain (Saurians must choose a birth terrain). All movement Agility saves are at a +10% bonus.

**Special Attacks:** Saurians have many additional attack options. These attacks are subtracted from the character's 10-second attack round, except for claws that are subtracted from primary and secondary hand seconds accordingly.

### Saurian Special Attack Table

Attack	Speed (minimum)	Damage
Claw	5 (3)	3d4 + Strength (cutting)
Bite	5 (4)	4d4 + Strength (cutting)
Tail slap	6 (4)	3d4 + Strength (smashing)

### Attribute Maximums

STR AGL VIT INT WIS KNW APP CHM SOC AUR PTY WIL  
21 19 21 16 16 18 14 13 14 16 20 20

**Available Classes:** Warrior, Duelist, Ranger, Bandit, Shaman, White Witch, Gray Witch, Black Witch.

# RACES

## Racial Attribute Modifiers Table

RACE	STR	AGL	VIT	INT	WIS	KNW	APP	CHM	SOC	AUR	PTY	WIL
Avian, Forest	-2	+2	-	-	-	-	-	-2	-	-	-	-
Avian, Mountain	-1	+2	-2	-	-	-	-	-	-	-	-	-
Centaur	+2	-	+4	-	+2	-2	-2	-	-	-	-	-
Dwarf, Civilized	+2	-2	+2	+1	-	+2	-2	-2	-	-2	-	+1
Dwarf, Dark	+2	-	+2	+1	-	+2	-4	-3	-	-1	-	-
Dwarf, Mountain	+3	-	+3	-	-	-	-2	-4	-4	-3	-	+2
Elf, Dark	-1	+2	-1	-	-	-	-	-3	-	+2	-	-
Elf, Gray	-1	-	-2	+1	+2	-	-	-3	-	+3	-	-
Elf, High	-1	+2	-2	-	-	-	+1	+2	-2	+1	-	-1
Elf, Wood	-1	+2	-1	-	-	-	+1	-3	-3	+1	+2	-
Goblin	+2	-1	+2	-	-1	-2	-4	-2	-2	-	-	-
Human, Barbaric	+3	+1	+2	-1	-	-2	-	-	-3	-	-	-
Human, Civilized	-	-	-	-	-	-	-	-	-	-	-	-
Midfolk, Forest	-1	+1	-	-	-	-	+1	-3	-2	-	-	-
Midfolk, River	-2	+1	-	-1	-	+1	-	+2	-1	-	-	-
Midfolk, Town	-2	+1	+1	-	-	+1	-	-1	-	-	-	-2
Ogre	+4	-	+4	-3	-3	-2	-4	-2	-6	-1	-	-
Saurian	+3	-	+3	-	-	-2	-2	-4	-	-2	-	-

## Racial Attribute Maximums Table

RACE	STR	AGL	VIT	INT	WIS	KNW	APP	CHM	SOC	AUR	PTY	WIL
Avian, Forest	17	19	18	18	18	19	18	18	17	20	20	20
Avian, Mountain	18	20	18	18	16	20	18	18	17	18	20	20
Centaur	20	17	22	18	20	20	18	18	16	18	20	20
Dwarf, Civilized	20	17	19	20	20	20	16	15	20	17	20	20
Dwarf, Dark	19	17	18	18	18	20	14	15	18	18	20	20
Dwarf, Mountain	20	17	20	16	16	18	15	14	14	16	20	20
Elf, Dark	17	20	17	19	19	20	19	18	20	20	20	20
Elf, Gray	16	19	16	20	20	20	19	19	20	20	20	20
Elf, High	17	20	17	19	18	20	20	20	18	20	20	20
Elf, Wood	18	20	18	18	20	19	18	17	15	19	20	20
Goblin	20	19	20	16	15	19	14	16	16	16	20	20
Human, Barbaric	20	20	20	17	17	18	18	15	15	17	20	20
Human, Civilized	19	18	18	20	20	20	18	20	20	20	20	20
Midfolk, Forest	17	19	18	18	19	19	16	16	14	18	20	20
Midfolk, River	16	19	17	18	20	20	18	20	16	18	20	20
Midfolk, Town	16	19	16	18	20	20	18	20	16	18	20	20
Ogre	22	16	22	18	16	19	15	14	14	18	20	20
Saurian	21	19	21	16	16	18	14	13	14	16	20	20

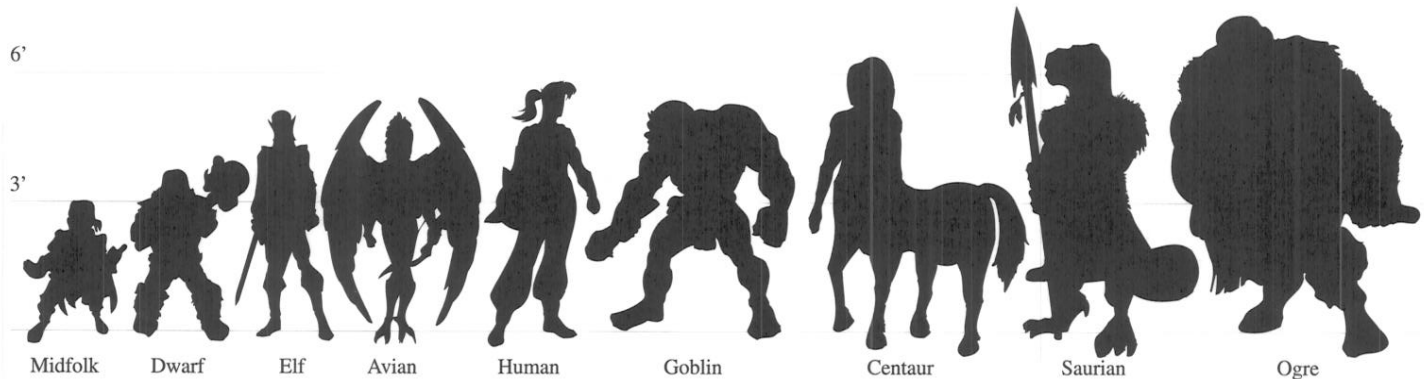
**Note:** The table above shows the maximum attribute rating by race. This includes bonuses received by class goal advancement, initial racial adjustment and through training. These attributes may be raised above racial maximums through magical means: herbs, potions, magical items and spells. Those attributes for special races with maximums greater than 20 are provided at the discretion of the Game Master.

## Racial Attribute Minimums

The racial attribute minimum for all races is considered to be 5. No attribute should start below 5 due to racial modifiers, though some situations or magical effects may lower an attribute below 5.

# RACES

## Racial Size Comparison



## Mixed Races

Mixed race characters are often shunned by both of the parent races, so all mixed race characters suffer a -5 Social Class. These races are offered only through GM interaction and are more likely to suffer a disability (see the Master's Manual).

### Mixed Race Table

	Elf	Dwf	Hum	Mid	Avn*	Gob	Ogre
Elf	1	X	1	1	1	X	X
Dwf	X	1	1	1	X	2	2
Hum	1	1	1	1	1	1	1
Mid	1	1	1	1	1	X	X
Avn	1	X	1	1	1	X	X
Gob	X	2	1	X	X	1	1
Ogre	X	2	1	X	X	1	1

\*Mountain and Forest Avians cannot breed with each other.

**1:** Indicates these two races may breed and produce healthy offspring.

**2:** These two races may breed once, but their offspring are infertile

**X:** These two races may not produce offspring at all.

**Note:** Centaurs and Saurians cannot breed with any other race but their own and so are not listed in the table above.

## Half-Race

This is the most common type of mixed-race character. A character is considered a half race if he has at least 40 percent of each of two races in him. The following apply to half races:

**1) Attributes Adjustments:** Use both races attribute modifiers in the case of additions and subtractions. Duplicate attribute bonuses should be averaged before applying (round up). Duplicate attribute penalties should be averaged before applying (round up). Civilized Human mixed races lose the ability to move 6 points between attributes (see Civilized Humans). Example 1: +3 Strength from a race and +1 from the other yields +2 Strength.

**2) Racial Skills** are chosen by the player from both parent races. When determining the number of racial skills that will be obtained, consult Knowledge. The Game Master may deter-

mine that the player only has access to racial skills from one of the parent races.

**3) Resistance Adjustments** are calculated similar to that of attributes listed above. The only difference is that these are in percentage form.

**4) Attribute Maximums** are the average value between both races.

**5) Starting Age and Maximum Age** are the lesser of both parent races. Apparent age is determined by coming up with an apparent age for each of the races in the character and averaging them together.

**6) Special Abilities/Powers and Special Modifiers** from both races are given to the mixed race character. If each race possesses the same ability, then use the greater of the two abilities. Modifiers are averaged if more than one applies.

**7) Perception, Fortune and Affinity** modifiers are averaged.

**8) Endurance Modifiers:** Both starting and new Endurance are averaged (round up).

**9) Available Classes:** The player may choose any class or classes from among both races (see Classes).

**10) Characteristics (next section):** Frame is determined for both races and the heavier frame is selected. Height and weight are averaged. Eye color, hair color, skin color, etc. can be of either race.

Any other variables are subject to the ruling of the GM.

## Multi-Race

These characters are generated like half race characters, except that they have a genetic makeup of at least 25% of one race, at least 25% of another, and 40% of a third. The offspring could also have 25% of four different races. All races in question must be able to produce offspring. All half race rules apply.

## Part-Race

These characters are at least 75% of their main race and 25% of a second race. They have all the physical characteristics of the dominant race, and mix in two areas listed above (attributes, abilities/powers, etc.) from the less dominate race.



# characteristics



Characteristics are the individual qualities that make each character unique. They represent the physical makeup of the character, including qualities such as height, weight, frame, and hair color. Characteristics also include the character's overall outlook on life (alignment).

## Height

Use the Height table to determine height for your character. Start with the base provided by race, then roll percentage dice to determine the adjustment to this number. If the GM allows, you may simply choose within the range. Females generally are shorter than males, so after figuring your character's height, reduce the amount specified in the female row.

**Example:** A female Elf rolls 70 percentile on the Height table. She now rolls her adjusted height modifier (+1-3"), and gets a 2. She adds 2 inches to her base of 5 feet, but subtracts 3 inches because she is female. Her final height is 4' 11".

## Frame

This is a measure of your character's muscle and bone structure. This will define your character's body size and weight. To determine a character's frame, subtract Agility from Strength, and find the correct column.

**Example:** An Elf with a Strength of 14 minus an Agility of 18 produces a light frame (-4).

## Weight

Weight is measured in pounds. To determine your character's weight, use the Weight Table. First find your character's final height (listed on the Height Table), then find your character's frame. Cross-reference until they meet. Roll the modifier and add it to the base. If the character is female, roll the additional subtraction modifier. Subtract this amount to produce the character's final weight.

## Handedness

This determines which side of the character's body is dominant. Characters that are ambidextrous are afforded 10 seconds of action in combat with both hands, all others are only allowed 10 seconds of action with their dominate hand, and 5 seconds of action with their off hand. Because of this advantage, handedness should always be determined by chance as indicated.

## Height Table

Roll	Midfolk (Base: 3')	Dwarf (Base: 3' 6")	Avian, Elf (Base: 5')	Human, Goblin (Base: 6')	Centaur, Saurian (Base: 6' 6")	Ogre (Base: 7')
1-5	-2d6"	-2d6"	-2d6"	-4d6"	-4d6"	-4d6"
6-9	-2d4"	-2d4"	-2d4"	-3d6"	-3d6"	-3d6"
10-19	-1d4"	-1d4"	-1d4"	-3d4"	-3d4"	-3d4"
20-29	-1-3"	-1-3"	-1-3"	-2d4"	-2d4"	-2d4"
30-39	-1-2"	-1-2"	-1-2"	-1d6"	-1d6"	-1d6"
40-59	+0"	+0"	+0"	+0"	+0"	+0"
60-69	+1-2"	+1-2"	+1-2"	+1d6"	+1d6"	+1d6"
70-79	+1-3"	+1-3"	+1-3"	+2d4"	+2d4"	+2d4"
80-89	+1d4"	+1d4"	+1d4"	+3d4"	+3d4"	+3d4"
90-94	+2d4"	+2d4"	+2d4"	+3d6"	+3d6"	+3d6"
95-00	+2d6"	+2d6"	+2d6"	+4d6"	+4d6"	+4d6"
Female	-2"	-2"	-3"	-4"	-4"	-6"

## Frame Table

Race	Wispy	Light	Medium	Heavy	Extra-Heavy
Elf	-5 or less	-4 to +4	+5 or greater	-	-
Dwarf	-	-5 or less	-4 to 0	+1 to +4	+5 or greater
Human	-8 or less	-7 to -5	-4 to +4	+5 to +7	+8 or greater
Midfolk	-5 or less	-4 to 0	+1 to +4	+5 or greater	-
Avian	-5 or less	-4 to +4	+5 or greater	-	-
Goblin	-	-5 or less	-4 to 0	+1 to +4	+5 or greater
Ogre	-	-	-5 or less	-4 to +4	+5 or greater
Centaur	-	-	-8 or less	-7 to +1	+2 or greater
Saurian	-	-6 or less	-5 to -1	0 to +3	+4 or greater

## Weight Table

Height	Wispy	Light	Medium	Heavy	Extra-Heavy
0' 5" to 0' 11"	1 + (1d4/2)	3 + 1d4	6 + (1d10/2)	**	**
1' to 1' 5"	2 + 1d4	6 + 1d6	10 + 1d6	**	**
1' 6" to 1' 11"	5 + 1d6	11 + 1d8	15 + (1d10/2)	**	**
2' to 2' 5"	10 + 1d6	15 + 1d10	25 + 1d10	35 + 1d10	**
2' 6" to 2' 11"	15 + 1d8	23 + 1d8	24 + 8d4	55 + 2d8	**
3' to 3' 5"	20 + 1d10	30 + 1d10	40 + 1d20	60 + 1d20	80 + 1d20
3' 6" to 3' 11"	30 + 1d10	40 + 1d20	58 + 3d10	86 + 3d10	116 + 1d20
4' to 4' 5"	40 + 1d12	47 + 6d6	78 + 6d6	109 + 6d6	142 + 4d8
4' 6" to 4' 11"	50 + 1d12	54 + 9d4	83 + 8d6	121 + 11d4	158 + 8d4
5' to 5' 5"	60 + 1d20	80 + 1d20	91 + 10d10	143 + 8d6	181 + 10d6
5' 6" to 5' 11"	80 + 1d20	91 + 10d4	121 + 10d6	171 + 10d6	221 + 10d6
6' to 6' 5"	*	120 + 1d20	151 + 10d8	223 + 8d6	260 + 11d8
6' 6" to 6' 11"	*	140 + 10d6	189 + 12d6	259 + 12d6	316 + 15d10
7' to 7' 11"	*	*	251 + 10d10	341 + 10d10	426 + 15d12
8' and up	*	*	286 + 15d12	452 + 15d12	618 + 15d20
Female	-1d6	-1d8	-1d10	-2d6	-3d6

\* A character of this height needs a stronger frame to survive. Consider potential characters of this height and frame to have died during childhood.

\*\* This character is too small to have a frame of this size. Move one or two columns to the left until you reach a valid frame. Roll under that frame.

**Note:** Centaurs are two times the base weight shown and two times the modifier rolled. Dwarves are two times the base weight shown.

## Handedness Table

Roll	Dominant Side
1-75%	Right
76-95%	Left
96-00%	Ambidextrous

# characteristics

## Hair Color Table:

Determine the color of hair on the character's head by percentage roll or choice. Saurians have no hair of any kind.

Color	Elf	Dwarf	Human	Midfolk	Avian	Goblin	Ogre	Centaur
Black	01-10	01-30	01-20	01-20	01-20	01-30	01-30	01-20
Dark Brown	11-20	31-40	21-30	21-30	21-30	31-40	31-40	21-30
Brown	21-30	41-50	31-45	31-40	31-40	41-50	41-50	31-40
Dark Blonde	31-40	51-60	46-60	41-50	41-60	51-70	51-65	41-50
Blonde	41-65	61-70	61-75	51-65	61-75	-	66-70	51-65
Mixed*	-	71-80	76-85	66-80	76-90	71-80	71-80	66-80
Red	-	81-90	86-95	81-90	91-00	81-90	81-90	81-90
White	66-80	91-00	96-00	91-00	-	-	-	91-95
Silvery	81-99	-	-	-	-	-	-	96-00
Green	00	-	-	-	-	91-00	91-00	-

\*Mixed, roll two times ignoring this result hereafter.

## Body Hair/Fur Color Table: Determine body hair/fur color by percentage roll or choice. Saurians have no hair of any kind.

Color	Elf	Dwarf	Human	Midfolk	Avian	Goblin	Ogre	Centaur
Black	01-10	01-35	01-30	01-20	01-20	01-35	01-20	01-20
Dark Brown	11-20	36-45	31-40	21-30	21-30	36-45	21-25	21-30
Brown	21-30	46-55	41-50	31-40	31-40	46-55	26-30	31-40
Dark Blonde	31-40	56-65	51-60	41-50	41-60	56-70	31-40	41-50
Blonde	41-65	66-70	61-70	51-65	61-75	-	41-45	51-65
Mixed*	-	71-75	71-75	66-80	76-90	71-75	46-50	66-80
Red	-	76-95	76-95	81-90	91-00	76-80	51-60	81-90
White	66-80	96-00	96-00	91-00	-	-	-	91-95
Silvery	81-99	-	-	-	-	-	-	96-00
Olive	00	-	-	-	-	81-00	61-00	-

\*Roll two times ignoring this result hereafter.

## Eye Color Table: Determine eye color by percentage roll or choice.

Color	Elf	Dwarf	Human, Midfolk	Avian	Goblin, Saurian	Ogre	Centaur
Brown	-	01-20	01-40	01-20	01-20	01-20	01-20
Hazel	-	21-30	41-60	21-30	21-30	21-30	21-30
Black	-	31-40	61-65	31-45	31-40	31-50	31-40
Blue/ Green	01-10	41-50	66-75	46-60	41-50	51-60	41-50
Green	11-25	51-75	76-80	61-75	51-75	61-75	51-65
Blue	26-50	76-90	81-90	76-80	76-80	76-80	66-80
Violet	51-70	91-00	91-00	81-90	81-90	81-90	81-90
Red	71-85	-	-	91-00	91-00	91-00	91-95
Silver	86-00	-	-	-	-	-	96-00

## Skin Color Table: Determine skin pigmentation by choice or GM's determination.

Elf	Dwarf, Human, Midfolk	Avian	Goblin	Ogre	Centaur	Saurian
Blue Gray <sup>1</sup>	Pale	Pale	Pale	Pale	Pale	Forest
Pale (White)	Olive	Olive	Olive	Olive	Olive	Mountain
Olive	Pink	Tan	Green	Green	Pink	Swamp
Pink	Ruddy	Light Brown	Pink	Pink	Ruddy	Desert
Tan	Tan	Brown	Ruddy	Ruddy	Tan	Grassland
Black <sup>2</sup>	Light Brown	-	Tan	Tan	Light Brown	Jungle
-	Brown	-	Light Brown	Light Brown	Brown	Striped/Mixed
-	Black <sup>2</sup>	-	Brown	Brown	Black	-
-	-	-	Black	Black	-	-

<sup>1</sup> Gray Elves only. <sup>2</sup> Dark Race only, if the GM wishes Dark Elves to be of this skin color.

# characteristics

## Movement

Movement is broken into rates which define the distances a being can travel within set time periods. These rates are based on Agility and race, and on Vitality for distance and duration. Movement rates are affected by the weight a being is carrying (encumbrance) and by his general level of exhaustion (fatigue). Long duration movement rates beyond normal limits (forced marches) are based on Vitality and Will Force listings, and are provided in the Master's Manual.

**Base Walking Distance Table**

Agility	Hourly	10 seconds	1 second
5	1 mile	5 feet	1 foot
6	1 mile	10 feet	1 foot
7	2 miles	15 feet	2 feet
8	2 miles	20 feet	2 feet
9	3 miles	25 feet	3 feet
10	3 miles	30 feet	3 feet
11-12	4 miles	35 feet	4 feet
13-14	4 miles	40 feet	4 feet
15	5 miles	45 feet	5 feet
16	5 miles	50 feet	5 feet
17	6 miles	55 feet	6 feet
18	6 miles	60 feet	6 feet
19	7 miles	65 feet	7 feet
20	7 miles	70 feet	7 feet

**Base Jogging Distance Table**

Agility	Hourly	10 seconds	1 second
5	2 miles	10 feet	1 foot
6	2 miles	20 feet	2 feet
7	4 miles	30 feet	3 feet
8	4 miles	40 feet	4 feet
9	6 miles	50 feet	5 feet
10	6 miles	60 feet	6 feet
11-12	8 miles	70 feet	7 feet
13-14	8 miles	80 feet	8 feet
15	10 miles	90 feet	9 feet
16	10 miles	100 feet	10 feet
17	12 miles	110 feet	11 feet
18	12 miles	120 feet	12 feet
19	14 miles	130 feet	13 feet
20	14 miles	140 feet	14 feet

**Base Running Distance Table**

Agility	Hourly	10 seconds	1 second
5	3 miles	15 feet	2 feet
6	3 miles	30 feet	3 feet
7	6 miles	45 feet	5 feet
8	6 miles	60 feet	6 feet
9	9 miles	75 feet	8 feet
10	9 miles	90 feet	9 feet
11-12	12 miles	105 feet	11 feet
13-14	12 miles	120 feet	12 feet
15	15 miles	135 feet	14 feet
16	15 miles	150 feet	15 feet
17	18 miles	165 feet	17 feet
18	18 miles	180 feet	18 feet
19	21 miles	195 feet	20 feet
20	21 miles	210 feet	21 feet

## Racial Movement Modifiers

The following modifiers are to be applied to the movement distances of characters, based on race. Note that some races have penalties that may cause a negative movement rate. In such cases, the appropriate movement rate is reduced to 1 mile (hourly), 10 feet (10 seconds) or 1 foot (1 second).

**Racial Modifier Walking Movement Table**

Race	Hourly	10 Second	1 Second
Avian, Forest	-2 miles	-20 feet	-2 feet
Avian, Mountain	-2 miles	-20 feet	-2 feet
Centaur	+1 mile	+10 feet	+1 foot
Dwarf, Civilized	-2 miles	-30 feet	-3 feet
Dwarf, Dark	-2 miles	-20 feet	-2 feet
Dwarf, Mountain	-2 miles	-20 feet	-2 feet
Elf, Dark	+1 mile	+10 feet	+1 foot
Elf, Gray	+1 mile	+10 feet	+1 foot
Elf, High	+1 mile	+10 feet	+1 foot
Elf, Wood	+1 mile	+10 feet	+1 foot
Goblin	+1 mile	+10 feet	+1 foot
Human, Barbaric	+1 mile	+10 feet	+1 foot
Human, Civilized	+0 miles	+0 feet	+0 feet
Midfolk, Forest	-2 miles	-20 feet	-2 feet
Midfolk, River	-2 miles	-20 feet	-2 feet
Midfolk, Town	-2 miles	-30 feet	-3 feet
Ogre	+1 miles	+10 feet	+1 foot
Saurian	+1 miles	+10 feet	+1 foot



# characteristics

**Racial Modifier Jogging Movement Table**

Race	Hourly	10 seconds	1 second
Avian, Forest	-1 mile	-10 feet	-1 foot
Avian, Mountain	-1 mile	-10 feet	-1 foot
Centaur	+2 miles	+20 feet	+2 feet
Dwarf, Civilized	-2 miles	-20 feet	-2 feet
Dwarf, Dark	-1 mile	-10 feet	-1 foot
Dwarf, Mountain	-1 mile	-10 feet	-1 foot
Elf, Dark	+2 miles	+20 feet	+2 feet
Elf, Gray	+2 miles	+20 feet	+2 feet
Elf, High	+2 miles	+20 feet	+2 feet
Elf, Wood	+2 miles	+20 feet	+2 feet
Goblin	+2 miles	+20 feet	+2 feet
Human, Barbaric	+2 miles	+20 feet	+2 feet
Human, Civilized	+0 miles	+0 feet	+0 feet
Midfolk, Forest	-1 mile	-10 feet	-1 foot
Midfolk, River	-1 mile	-10 feet	-1 foot
Midfolk, Town	-2 miles	-20 feet	-2 feet
Ogre	+2 miles	+20 feet	+2 feet
Saurian	+2 miles	+20 feet	+2 feet

**Traveling Period Table**

Vitality	Can Travel	Rest Period
5	3 hours	10.5 hours
6	4 hours	10 hours
7	4 hours	9.5 hours
8	5 hours	9 hours
9	5 hours	8.5 hours
10	6 hours	8 hours
11-12	6 hours	7.5 hours
12-14	7 hours	7 hours
15	7 hours	6.5 hours
16	8 hours	6 hours
17	8 hours	5.5 hours
18	9 hours	5 hours
19	9 hours	4.5 hours
20	10 hours	4 hours

**Racial Modifier Running Movement Table**

Race	Hourly	10 seconds	1 second
Avian, Forest	+0 miles	+0 feet	+0 feet
Avian, Mountain	+0 miles	+0 feet	+0 feet
Centaur	+3 miles	+30 feet	+3 feet
Dwarf, Civilized	-1 mile	-10 feet	-1 foot
Dwarf, Dark	+0 miles	+0 feet	+0 feet
Dwarf, Mountain	+0 miles	+0 feet	+0 feet
Elf, Dark	+2 miles	+30 feet	+3 feet
Elf, Gray	+2 miles	+30 feet	+3 feet
Elf, High	+2 miles	+30 feet	+3 feet
Elf, Wood	+2 miles	+30 feet	+3 feet
Goblin	+2 miles	+30 feet	+3 feet
Human, Barbaric	+2 miles	+30 feet	+3 feet
Human, Civilized	+0 miles	+0 feet	+0 feet
Midfolk, Forest	+0 miles	+0 feet	+0 feet
Midfolk, River	+0 miles	+0 feet	+0 feet
Midfolk, Town	-1 mile	-10 feet	-1 foot
Ogre	+2 miles	+30 feet	+3 feet
Saurian	+2 miles	+30 feet	+3 feet

## Other Rates of Movement

Avians have a flying rate which is x4 their walking speed, and a diving speed which is x6 their walking speed. Centaurs have a galloping speed which is also x4 their walking speed.

Swimming movement rates can be found under the Swimming social skill while climbing movement rates can be found under the Climb skill.



## Long Distance Travel

Character's can only travel so far before they will begin to become tired and must rest (called fatigue). The table below gives the normal time period a being can travel without suffering fatigue. After this distance has been traveled, the character must get a minimum amount of sleep required to avoid fatigue. One fatigue level is assessed for each 30 minutes of missed sleep (see Fatigue in the Combat section).



# characteristics

## Jumping

Often characters will be required to jump some distance. The tables below provide the necessary information to determine whether the jump can be made. Jumps for Agility ratings above 20 and below 5 are listed in the Master's Manual. A jump takes 2 seconds plus movement time to perform.

**Running Jump:** A jump performed by traveling a set distance and using momentum to aid forward distance.

**Running Jump Table (Running Distance)**

Agility	5'	10'	15'	20'	25'	30'	35'	40'+
5	3'	4'	5'	6'	7'	8'	9'	10'
6	4'	5'	6'	7'	8'	9'	10'	11'
7	5'	6'	7'	8'	9'	10'	11'	12'
8	6'	7'	8'	9'	10'	11'	12'	13'
9	7'	8'	9'	10'	11'	12'	13'	14'
10	8'	9'	10'	11'	12'	13'	14'	15'
11-12	9'	10'	11'	12'	13'	14'	15'	16'
12-14	10'	11'	12'	13'	14'	15'	16'	17'
15	10'	11'	12'	13'	14'	15'	16'	17'
16	10'	11'	12'	13'	14'	15'	16'	17'
17	10'	11'	12'	13'	14'	15'	16'	17'
18	11'	12'	13'	14'	15'	16'	17'	18'
19	11'	12'	13'	14'	15'	16'	17'	18'
20	11'	12'	13'	14'	15'	16'	17'	18'

**Notes:** The table above is read by cross-referencing Agility and distance traveled before jump is attempted. An Agility save is required to complete a running jump. Failure indicates that 1d6 feet are subtracted from the base.

**Standing/Upward Jumps:** Standing and upward jumps are performed by standing in place and leaping in the desired direction.

**Standing Jump Table**

Agility	Distance
5	2'
6-7	3'
8-9	4'
10-12	5'
13-15	6'
16-17	7'
18-19	8'
20	9'

**Upward Jump Table**

Agility	Distance
5	1/2'
6-7	1'
8-9	1.5'
10-12	2'
13-15	2.5'
16-17	3'
18-19	3.5'
20	4'

**Notes:** An Agility save is required to complete the jump. Failure indicates the being is unable to complete the jump, resulting in -6d6 inches from a standing jump or -4d6 inches from an upward jump.

**Jumping Racial Adjustment Table**

Race	Running Jumps	Standing Leaps	Upward Leaps
Elf	+3'	+2'	+1'
Dwarf	-2'	-1'	-1'
Human	+0	+0	+0
Midfolk	+1'	+0	-1'
Avian	+5'	+3'	+2'
Goblin	-1'	-.5'	-1'
Ogre	-5'	-3'	-2'
Saurian	+1	+.5'	+1'
Centaur*	+5' (Min. 20')	x1/2'	x1/2'

\*Centaur's need a minimum of 20' to attempt a running jump otherwise it is treated as a standing leap. The Centaur performs standing and upward jumps at 1/2 the distance of a human norm.

**Notes:** The above table shows modifiers to specific jumps by race.

## Encumbrance

Encumbrance determines how much weight a character can carry and what effects the weight has on movement. Encumbrance limits are based on a being's load limit (determined by the Strength attribute) and natural body weight. A player needs to keep a record of the total weight carried on his character, including weapons, armor, coins, and the like. Encumbrance affects fatigue, (explained in the Combat section). There are four types of Encumbrance, based on load limit:

- 1) Not Encumbered:** A being can carry up to 1/4 of their load limit without encumbrance.
- 2) Slightly Encumbered:** Beings can carry between 1/4 and 1/2 of their load limit, but must then move at 3/4 speed and fatigue at 2x normal rate.
- 3) Encumbered:** Beings can carry between 1/2 and 3/4 of their load limit, but must then move at 1/2 speed and fatigue 3x normal rate.
- 4) Heavily Encumbered:** Beings can carry between 3/4 and full load limit, but must move at 1/4 speed, fatigue at 4x normal, and cannot run or sprint.

**Example:** A Warrior has a Strength rating of 17 and a weight of 250 lbs. Based on the Strength attribute table, his load limit is 1.6 times his body weight, or 400 lbs. Thus he is considered not encumbered with up to 100 lbs. of gear, slightly encumbered with 101-200 lbs. of gear, encumbered with 201-300 lbs., and heavily encumbered at 301-400 lbs.

**Encumbrance Table**

Fraction of Load Limit	Considered	Penalties
Between 0 and 1/4.	Not Encumbered	None.
Over 1/4 and up to and including 1/2.	Slightly Encumbered	3/4 speed and fatigue x2.
Over 1/2 and up to and including 3/4.	Encumbered	1/2 speed and fatigue x3.
Between 3/4 and up to and including full.	Heavily Encumbered	1/4 speed, cannot run or sprint. Fatigue x4.

**Note:** No more than 1/2 of a person's load limit can be carried on any one side of the body (left/right, front/back), unless it is balanced by a near equal load (within 10% of weight) on the opposite side.

## Flying

The following rules apply to encumbrance when flying, by wing or spell:

- A being can carry less than 1/4 load limit and fly normally.
- A being can carry between 1/4 and 1/2 load limit and glide at a 30/1 glide ratio. In other words, the being begins to drop as he flies, 1 foot downward for each 30 feet forward.
- A being can carry between 1/2 and full load limit and glide at a 20/1 glide ratio. In other words, the being begins to drop as he flies, 1 foot downward for each 20 feet forward.
- A being that carries over his full load limit has a 10/1 glide ratio that is reduced by 1 per 10 pounds over his load limit, i.e., 10/1 becomes 9/1, 9/1 becomes 8/1 and so on. A Strength save is required to continue gliding per minute of flight, and the Strength save is -5% per extra 10 pounds of weight carried over his load limit. Failure indicates free fall and strain. If the being drops the weight and makes an Agility save, normal flight can be regained.

## Special Sight

### Normal Sight

If a race has no special sight type listed, it is considered to have normal sight. Normal sight allows a being to identify details in the following manner:

Distance	Recognizes (with an Intelligence save)
100 yards	Facial expressions
1/4 mile	Specific individual
1/2 mile	Coloration of clothing
1 mile	Movement of individuals

### Exceptional Sight

Exceptional sight grants the ability to make out objects and details at a greater distance than normal eyesight. Beings with exceptional sight are afforded a +1 to hit when using missile weapons.

Distance	Recognizes (with an Intelligence save)
200 yards	Details (Facial expressions)
1/2 mile	Specific individual
1 mile	Coloration of clothing
2 miles	Movement of individuals

### Far Sight

Far sight gives the ability to perceive things keenly at a far greater distance than normal sight allows. Beings gifted with such sight can detect movement at triple the distance of normal sight. In addition, they are afforded a +2 bonus to hit when using missile weapons.

Distance	Recognizes (with an Intelligence save)
300 yards	Details (Facial expressions)
3/4 mile	Specific individual
1 1/2 miles	Coloration of clothing
3 miles	Movement of individuals

### Infravision

Infravision gives the ability to see heat patterns and differentiate between subtle levels of heat in objects and beings. Those with this unique ability can see outside the normal spectrum of visible light. They can easily differentiate between objects 5 degrees or more apart and as long as a successful Intelligence save is made, objects between 1-4 degrees apart can be distinguished as well. Footprints leave heat residue for 2d4 seconds in environments under 60 degrees, and +1d4 seconds for each additional -10 degrees. Heat signatures for barefoot individuals last double the normal duration.

### Night Vision

Night Vision is the magical ability to see in the dark as long as a pin prick of light is present. With a moderate amount of light (a lantern or torch), night becomes day for beings with this ability. The sun or other bright light source will actually temporarily blind these beings for 1d6+1 seconds. While in the presence of bright light, the being must squint, causing a penalty of -2 to hit and -1 to initiative.

### Ultravision

The ability to see in an ultraviolet spectrum, effectively seeing the world outside the spectrum of visible light. Beings with this kind of sight require very little ultraviolet light in order to see, thus they can also see in the dark.

## Alignments



Alignment describes and defines the general behavior range of the player character and provides a starting place from which to construct a personality for the character. Alignments are defined as a relationship between good and evil, passivity and activism, as well as tendencies between order and chaos, morality and immorality. Neutrality exists as a gray area between good and evil. Sometimes neutrality seeks a balance between the forces of good and evil and other times only personal survival. Certain classes are restricted to only certain alignments.

### Good Alignments

#### Fanatical Good (Active)

These characters believe in a philosophy of the "greater good". This philosophy states that good must triumph, no matter what the cost. As long as the goals of the righteous path are achieved then nothing else matters. These characters approach their goals with a single-minded fervor, especially concerning ideals of justice and matters of law. Those weaker should be protected, and the right to free choice can be taken away if the character deems that a being is incapable of making the right choices. Those not of the same ideals can be tolerated, but only to a certain degree. These characters will always keep their word.

#### Fanatical Good (Passive)

Passive fanatical good characters are not interested in forcing their belief systems upon others. They offer to teach the way when asked, but are generally more aloof and withdrawn about their belief system. These characters like to form close-knit communities of their brethren who feel similarly. Fanatical good characters have highly ethical and structured belief systems. They have an unfailing sense of duty to others and of mercy and justice. Passive fanatical good characters offer mercy to their enemies and believe that all life is sacred; that it can be salvaged for the purposes of good. They kill only as a last resort.

# characteristics

## Good (Active)

These characters are good people who have a sense of duty to their society. They often serve as politicians or leaders. They demand fair treatment for all. Active good characters often feel strongly about justice being served in their world and act upon their feelings. They often adventure with others to end suffering. These characters do not shirk battle as long as it is with purpose. They offer their enemies fair treatment, but will resort to unorthodox measures to obtain the desired outcome.

## Good (Passive)

These passive characters are somewhat quiet about their beliefs. They serve as seers, healers, teachers, counselors, etc. They often help in ways that are not high profile. These people are confident and patient. They despise suffering and the pain that people are forced to endure and will intervene on behalf of the needy. They do not attempt to pull others into their beliefs. To serve the purposes of good is sufficient. That they can make a small difference is what counts.

## Neutral Alignments

### Neutral Good (Active)

These are generally well meaning people who have normal faults. They avoid killing whenever possible because they find it distasteful. They have a law-abiding nature and try to do right; however, violent and selfish acts are not beyond their scope. When they do commit an illegal act they tend to rationalize their behavior or misconduct as acceptable. Their intentions are not to hurt others, but if it happens they are sorry. They may surface as leaders in their communities and will occasionally rise to face a threat.

### Neutral Good (Passive)

Passive neutral good characters are less likely to lead others. They prefer to hang around the edges of society. They accept law and morality, but will avoid confrontation with evil and manage to justify their behavior as reasonable under the circumstances. They do not want to upset the order in their world. They are often craftsmen, innkeepers, etc. They do not spend a lot of time involved in moral issues. They do not kill without provocation.

### Neutral (Active)

Nearly sociopaths, these characters care little about the feelings of others. They suffer from an inability to see the world from any perspective other than their own. Active neutral characters are often thieves or bandits. They do not specifically enjoy violence or killing; however, they will engage in any behavior that serves their purposes. These characters are unpredictable and generally immoral. They do not have any structured set of values other than self-preservation. Although they can be charming and seem dedicated to purposes set by others, this is a sham. These characters rarely ever adventure for moral reasons; rather they join adventures in search of personal gain or revenge.

### True Neutral

A difficult alignment to maintain. The true neutral being is active or passive in different situations. They remain completely unwavering between evil and good. They also cannot be characterized as overly moral or immoral, ordered or chaotic. True neutral characters seek to maintain a balance amongst all forces. Few beings who are not of supernatural origin retain this level of neutrality for long. These beings are often mistaken for another alignment.

## Neutral (Passive)

These characters have an unusual set of values. They tend to see things in what others call convenient terms. Passive neutral characters avoid confrontations, but are not adverse to killing as long as they can justify the reason. These characters are often Seers, Druids or hermits. They may also see life as a balance between forces. Good protects the weak which should be left to perish that the strong may propagate, while evil is a force that takes pleasure in sadism and destruction. These people believe that the world is a "gray" zone where right and wrong are not clear. They may avoid any actions that would tip the scales in favor of one force or another. They adventure for their own reasons, which may or may not be in line with a party's goals.

## Neutral Evil (Active)

Exceedingly dangerous, these people serve their own ends to the detriment of others. They prey upon the weak and gullible. They tend to be con-artists, charlatans or thugs. Actively neutral evil characters experience no remorse or guilt for actions that harm others. They have disdain for law and order and may flaunt their ability to circumvent it. After joining a party, they may steal from its members and then leave. These characters do not enjoy pain or causing it, but they do not avoid murder. These are extremely vengeful people. They respect only strength and power.

## Neutral Evil (Passive)

These characters are petty people who have no care for the pain they may cause others. They are vicious when crossed but do not openly mock the laws of their society. They may be thrifty and covetous of the possessions of others. They avoid open confrontation but enjoy stealing. As long as they can get away with it, these people will kill, without remorse, anyone who disrupts their plans. They are spouse-abusers, jailers and drunkards.

## Evil Alignments

### Evil (Active)

These characters feel that "might is right" and will kill anyone who gets in their way. They enjoy inflicting pain and suffering upon others. They would sooner twist a sword in a wound as kill quickly. They are exceedingly ruthless and vengeful. These characters will murder for hire and take pride in their work, sometimes keeping trophies from their victims. They adventure often to seek personal fortune and will attempt to dominate other characters into subservience through threat, blackmail, extortion or torture. They are often Dark Knights, Assassins and Dark Priests.

### Evil (Passive)

These characters feel that the weak should be exterminated but won't go out of their way to do it. The weak are like animals to be harnessed for the needs of these people. They keep slaves and body servants. Their tastes run into sadism and they may enjoy perverse pleasures such as torture or self-mutilation. These beings may offer themselves to supernatural forces as hosts if the pay-off suits them. They hoard money and magic and are obsessive about their possessions.

# characteristics

## Fanatical Evil (Active)

This is the farthest end of the spectrum for maniacal, homicidal and self-indulgent behavior. Characters of this alignment have an almost religious approach to inflicting pain and suffering upon all others. They do not have the ability to experience love or joy as others know it. Their ultimate expression of self is in destruction. The player who plays the actively fanatical evil character will attempt to dominate an entire adventure and twist it towards his will.

## Fanatical Evil (Passive)

These characters lie like cancerous cells within a society. They prefer to send servants and minions out to do their bidding while they pull strings at the fringes of society to cause the downfall of empires. Under false guises of help they twist the intentions of others toward evil goals. They revel in the grief that they can cause. These characters are exceptionally cruel. Passively fanatical evil beings have disdain for all others. They have their own, very personal and twisted goals. They have no ability to feel guilt.

## Tendencies

Tendencies are provided to allow the overlap and range within the paradigms of good vs. evil and passivity vs. activism. As such they are optional and a character is not required to record tendencies. Tendencies can overlap but moral and immoral are opposites as are order and chaos. Tendencies also cross neutral boundaries allowing any being, good, neutral or evil, to have any tendency. Good, well meaning beings can have a tendency to act chaotic and evil beings can follow a moralistic code. But evil beings cannot be both moral and ordered, just as good beings cannot be both chaotic and immoral.

## Moral

These beings tend to follow a rational code. They see the code as a way to fit into their society whether the society is an order of knights or a town of thugs. Moral beings will have reasons why they make decisions. They tend to rationalize more than to feel their way through a choice.

## Immoral

These beings tend to use the system against itself. They can turn a chaotic situation or an intricate plan to their own favor and do so for their own gain. They do not consider the emotions of others as important as their own. They do not feel a need to explain their actions unless this will benefit them.

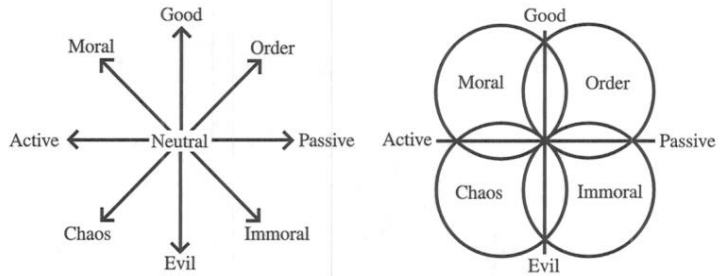
## Order

These beings tend to enjoy order in their lives and in society around them. They are very stable. They form lasting relationships and are easily understood by others. They are often considered to be joiners. In new situations they find their place before acting.

## Chaos

These entities feel their way through most situations. They are spontaneous and are often labeled flaky or unreliable. They live for the moment and see the world as a jumble of experiences and see the world as a jumble of experiences and activities with themselves at the center.

## Alignment Graphs



## Aura Color

Each being is surrounded by a magical field of energy called Aura, whose strength is measured by the attribute Aura. The alignment of the being is reflected in the color of the magical Aura which surrounds it, as listed below:

### Alignment

Active Fanatical Evil  
Passive Fanatical Evil  
Active Evil  
Passive Evil  
Active Neutral Evil  
Passive Neutral Evil  
Passive Neutral  
True Neutral  
Active Neutral  
Passive Neutral Good  
Active Neutral Good  
Passive Good  
Active Good  
Passive Fanatical Good  
Active Fanatical Good

### Aura Color

Pure Black  
Charcoal  
Dark Red  
Light Red  
Orange  
Umber (Brown/Orange)  
Earth (Dark Brown)  
Gray  
Tan (Light Brown)  
Dark Green  
Light Green  
Dark Blue  
Light Blue  
Golden Yellow  
Pure Incandescent White

## Alignment Loss Effects

### Tendencies

Tendencies can be changed without drastic effect. Friends and followers will have a -10% Morale around the being until they adjust to the being's new perspective in (1d6 weeks).

### Active vs. Passive

Changes in involvement can happen for many reasons. They tend to be dramatic moments in the individual's life. Followers and friends need to make Morale checks at -20%. Failure indicates loss of friendship or respect. Beings must make a single Piety save in order to keep Piety-based skills.

### Complete Shift

All Piety-based skills are lost. Morale checks for friends and followers at -50%. Failure indicates loss of friendship and/or respect. The being loses all current experience above the current goal; for example at 1st Title, 2nd Goal a character has 1,200 experience. She loses 200 experience taking her back to the start of 2nd Goal.





# classes



Classes offer characters the chance to use natural gifts (attributes) combined with training and learning (skills) to adventure out into a fantasy world, gaining fame, fortune and experience. As a character survives more and more adventures, she becomes more powerful, improving the skills of her class and gaining better abilities to handle yet more dangerous adventures. Classes are divided into primary classes and subclasses. The primary classes reflect the four cornerstones of adventuring: the martial ability represented by the Warrior; the magical gifts represented by the Mage; the hand of divinity wielded by the Priest; and the stealth and clever chicanery of the Rogue. The subclasses represent derivatives of the four primary classes.

Some form of natural talent or perceived ability is necessary to begin training for a particular class. The potential Mage is said to be born with "the gift" for magic, represented by a high Aura. A fast or strong youth may have the martial ability to use weapons and best his fellows. Thus each class will have minimum attribute ratings for a character to be able to adequately perform the skills of that class. In addition, the Game Master may restrict certain classes based on the rarity of the perceived gift or talent in his setting. Racial makeup is another limiting factor. While the adaptable Civilized Human usually has access to any professional calling, the Mountain Dwarf with his limited cultural experience has far fewer choices, regardless of natural ability. The tables in this section list which races can become which classes.

No matter the class, some form of training is required to begin, from the intense apprenticeship of the Mage, to the early indoctrination of the Priest, to the combat drilling of the Warrior, and the associations and street learning of the Rogue. Each of these periods exposes the neophyte character to all of the skills he will receive in his chosen profession. By the time a new character takes his first step into the adventuring world, he already has the keys to further advancement. Some social skills may possibly be acquired during this time as the character learns his adventuring profession, instead of following more mundane ones. (Social skills are the professions of non-adventurers.)

As the character heads out into the world and has adventures, his life experiences help him to advance and gain ability. This experience is represented by numerical values, which the Game Master gives out to players as a reward for succeeding in adventures. Experience is granted for intelligent actions, for successful conflict resolutions, for healing the sick and wounded, and for gathering rare and potent magical items. With enough experience the character passes the arbitrary threshold of a Goal, which represents a milestone in the character's life and learning. With each Goal comes the opportunity to advance

professional ability, and skill points are granted to add to class skills, thus improving ability (see Skills). Simple chances of increasing attributes related to the profession are granted upon Goal advancement as well. For every three acquired Goals, a character gains a Title (also called Class Title). With each Class Title comes new skills to be acquired (learned during basic training), and a new professional Title Name, granting further respect and admiration.

Classes allow for various other abilities and restrictions, such as a selection of useable weapons and armor. You, as the player, will determine which weapons and armor from among these selections your character will be proficient in. You will decide which skills get the lion's share of skill points, and which wither on the vine (or are simply not taken at all). Every character you play can be different from the one before, even if you play the same race and same class over and over again.

## Introduction to Class Skills

Skills are the basis of how the game is played. Many of the skills create magical and divine magical effects, and may seem spell like; in fact, the ability to cast spells comes from a skill (Scroll Knowledge). Certain skills, like Candle Lore, allow for the practitioner to create spell like effects by performing rituals with magical candles. Minstrels and Bards use the skills Play and Sing to create magical effects from their songs. Priests and Priest subclasses use divine magical skills to call upon the power of their deities. Each class has a vast number of skills, and to truly understand the power of a class, you as the player must know what these skills can do. New players should start by reading the skills which their character has at 1st Title, and when convenient, read the skills which the character will later acquire. This is important, because a character has access to nearly *all* the skills in his class, even those which he has not acquired from Title advancement. A character has been exposed to all of these skills in his apprenticeship, but cannot increase the ability of these skills until he reaches the appropriate Title. The section entitled Skills fully explains how this advancement system works.

## Introduction to Racial and Social Skills

These skills are those outside of the character's class that were learned through interaction with his environment and training from the elders of his race. These skills add flavor to the character, and may prove useful; however, the character generally has only moderate ability in them, as their training has been set aside in favor of class skills. (Individuals who did not choose to study a class have generally trained in, and made a profession of, one of these racial or social skills.) Each character has a maximum number of racial and social skills (determined by Knowledge). Each class has its own list of social skills, and a character is required to choose at least a minimum number of his total social skills from the list. The character may have picked up other social skills along the way (see Skills for an in depth explanation).

## Character Experience

All classes advance using the same experience table. The chief reason for a single experience table (besides simplicity) is that each class has an opportunity to earn a fair share of experience: Mages earn experience through the acquisition of spells and specialized magic items, Priests through conflict resolution and healing, Warriors through combat and conflict resolution, and Rogues through acquisition of treasure and resolution of situations in wily and clever ways. Advancement beyond 10th Title is only possible at GM discretion (see the Master's Manual for class extensions).

Characters absorb experience at night when they sleep. If a character does not sleep, he does not gain experience until such time as he has had an average night's rest. Characters who go more than three days without sleeping will begin to lose experience, starting with the 1st day of experience, lost on the 4th day of no sleep. When the character does sleep, his experiences will be poorly remembered and seem a blur.

### Maximum Experience per Day

Characters may never advance more than two Titles on any given day, regardless of experience. In the unlikely event a character gains enough experience to advance more than two Titles, experience is set at the minimum amount needed to obtain the last Goal in the second Title gained. For example, if a character has 0 experience (1st Title, Goal 0), and somehow gains 9,000 more, the character then has enough experience to get to 4th Title (Goal 9). This is an advancement of three Titles, so he would actually have experience set to 7,500 (3rd Title, Goal 8). This basically means that a character can never advance more than 8 Goals in one day. All remaining experience is unfortunately lost.

## Universal Class Experience Table

Title	Goal	Experience
1 <sup>st</sup>	0	0 - 499
	1	500 - 999
	2	1,000 - 1,499
2 <sup>nd</sup>	3	1,500 - 2,499
	4	2,500 - 3,499
	5	3,500 - 4,499
3 <sup>rd</sup>	6	4,500 - 5,999
	7	6,000 - 7,499
	8	7,500 - 8,999
4 <sup>th</sup>	9	9,000 - 10,999
	10	11,000 - 12,999
	11	13,000 - 14,999
5 <sup>th</sup>	12	15,000 - 17,999
	13	18,000 - 20,999
	14	21,000 - 23,999
6 <sup>th</sup>	15	24,000 - 27,999
	16	28,000 - 31,999
	17	32,000 - 35,999
7 <sup>th</sup>	18	36,000 - 40,999
	19	41,000 - 45,999
	20	46,000 - 50,999
8 <sup>th</sup>	21	51,000 - 60,999
	22	61,000 - 70,999
	23	71,000 - 85,999
9 <sup>th</sup>	24	86,000 - 100,999
	25	101,000 - 115,999
	26	116,000 - 135,999
10 <sup>th</sup>	27	136,000 - 155,999
	28	156,000 - 175,999
	29	176,000 - 205,999





## Dual Class Characters

If a character meets the attribute and racial requirements of both classes, she can elect to be a dual-class character. The decision must be supported by the Game Master. While a dual classed character can bring great rewards, the struggle to advance gets harder and harder, because experience is split between both classes.

### Requirements

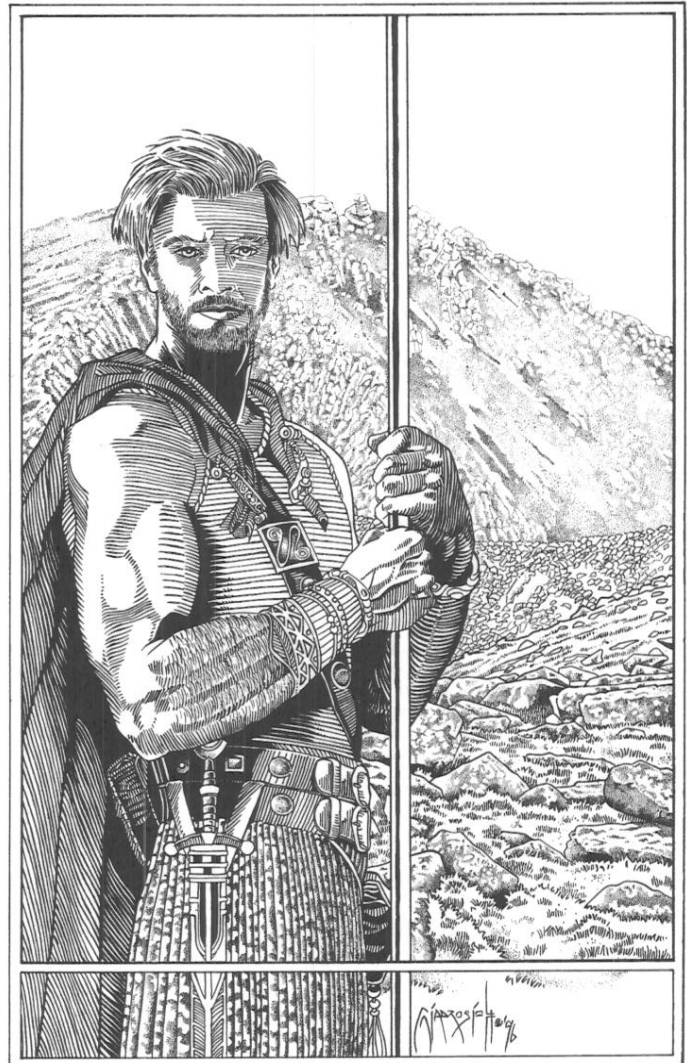
- 1) Must meet attribute requirements of both classes and must have a minimum Knowledge of 15.
- 2) Must meet racial requirements for both classes.

### Class Determination

- 1) All special modifiers of both classes are negated *except* for core skill bonuses.
- 2) The character chooses social skills for both classes.
- 3) The character may use weapons from either class as long as he chooses to acquire Weapon Knowledge for the class. If the character does not choose to acquire Weapon Knowledge for one of the classes, he will not be able to choose the weapons useable for that class (unless of course they are available to his other class).
- 4) If armor is allowed for one class but not the other, the character may wear the armor, but no skills may be used from the class that does not allow the armor type. In addition, no experience can be assigned to that class, and all experience must go to the class which does allow the armor to be worn.
- 5) Learns the skills of both classes (limited by Knowledge). Optionally, a skill may be discarded at time of acquiring to leave room for future skills.
- 6) May choose a skill twice and have two versions of the same skill.

### Experience and Advancement

- 1) Experience is either split evenly or at the GM's discretion. It is divided in a ratio for each action or event generating experience based on the involvement of each profession in the outcome.
- 2) Skill points may only be spent on skills from that profession. There is no crossover of skill points.
- 3) Chances for attribute advancement crossover. If increase is for the same attribute in both classes, make one roll with the chances added together. Two +5% Agility increase chances would equal one +10% Agility increase chance. If this optional increase rule is used for attributes at racial maximum, the extra 5% can be applied to any attribute's increase chance. Thus if all class attributes were maximized the character could have two 10% chances of increasing a non-maximized attribute.
- 4) Where two versions of a skill are competitive, i.e. two versions of Scroll Knowledge determining Aura Control and Aura Regeneration Rate, the better of the two values are applied.
- 5) Attack skill is determined by the greater of the two values.
- 6) When a dual classed character is no longer able to acquire new skills because of reaching class skill Knowledge maximums (see Knowledge), he is no longer allowed to advance to another Title, though he may finish out the goals of the current Title.
- 7) Endurance Title bonus is only given once when a character advances to a specific Title. For example, if a Mage/Warrior advances from 1st to 2nd Title in the Mage class only, he gains his Endurance Title bonus. However, when he advances from 1st to 2nd Title in the Warrior class, he does not gain another Endurance Title bonus. If the character advances at the same time he gets only one bonus.





# classes

Certain races are not eligible for some of the classes. This may be because the culture of that race has not been exposed to the training necessary to learn the class. It may also be because of a lack of ability in a particular area necessary to the class, such as a body structure which is poorly suited to the class. The following tables set general guidelines for what races can be what classes, and helps avoid absurd character types. If a player wishes to choose a combination which is not listed, he must first have permission from the Game Master. The player should have a concept which explains the combination, such as a character who is a member of a secret society, or one who was raised in a culture not of his own race. The GM must also rule that the character could actually perform the functions of the class.

## Classes Available by Race

Race	Warrior	Rogue	Priest	Mage
Avian, Forest	Warrior, Bard, Duelist, Ranger	Bandit, Minstrel	Priest, Druid, Seer, Shaman	Mage, Alchemist, Trickster, White or Gray Witch
Avian, Mountain	Warrior, Bard, Duelist	Rogue, Assassin, Bandit, Minstrel	Priest, Dark Priest, Seer	Mage, Mentalist, Trickster
Centaur	Warrior, Bard, Duelist, Knight, Ranger	Rogue, Bandit, Minstrel	Priest, Druid, Seer, Shaman	White or Gray Witch
Dwarf, Civilized	Warrior, Bard, Duelist, Knight	Rogue, Assassin, Bandit, Buccaneer, Minstrel	Priest, Seer	Alchemist
Dwarf, Dark	Warrior, Bard, Duelist, Dark Knight	Rogue, Assassin, Bandit, Buccaneer, Minstrel	Dark Priest, Seer, Shaman	Alchemist, Trickster, Black Witch
Dwarf, Mountain	Warrior, Bard, Duelist, Ranger	Bandit	Shaman	None
Elf, Dark	Warrior, Bard, Duelist, Dark Knight	All	Dark Priest, Monk, Seer, Shaman	Mage, Alchemist, Mentalist, Sage, Trickster, Gray or Black Witch
Elf, Gray	All	Rogue, Acrobat, Assassin, Buccaneer, Minstrel	Priest, Dark Priest, Druid, Monk, Seer	All
Elf, High	Warrior, Bard, Duelist, Knight, Ranger	All	Priest, Druid, Monk, Seer, Shaman	Mage, Alchemist, Mentalist, Sage, Trickster, Gray or White Witch
Elf, Wood	Warrior, Bard, Duelist, Knight, Ranger	Rogue, Acrobat, Assassin, Bandit, Minstrel	Priest, Druid, Seer, Shaman	Mage, Alchemist, Sage, Trickster, Gray or White Witch
Goblin	Warrior, Bard, Duelist, Dark Knight, Ranger	Rogue, Assassin, Bandit, Buccaneer, Minstrel	Priest, Dark Priest, Druid, Seer, Shaman	Mage, Alchemist, Trickster, Black, Gray or White Witch
Human, Barbaric	Warrior, Bard, Duelist, Ranger	Bandit, Buccaneer, Minstrel	Druid, Shaman	Black, Gray or White Witch
Human, Civilized	All	All	All	All
Midfolk, Forest	Warrior, Bard, Duelist, Ranger	Acrobat, Bandit, Minstrel	Druid, Shaman	Gray or White Witch
Midfolk, River	Warrior, Bard, Duelist, Ranger	All	Priest, Druid, Seer, Shaman	All
Midfolk, Town	Warrior, Bard, Duelist, Ranger	Rogue, Acrobat, Bandit, Minstrel	Priest, Druid	Mage, Trickster, Alchemist
Ogre	Warrior, Duelist, Ranger	Bandit, Buccaneer	Shaman	Black, Gray or White Witch
Saurian	Warrior, Duelist, Ranger	Bandit	Shaman	Black, Gray or White Witch

## Races Available to Class

Class	Races Available
Warrior	All
Bard	All but Ogres and Saurians
Duelist	All
Knight	Centaur, Civilized Dwarf, Gray Elf, High Elf, Wood Elf, Civilized Human.
Dark Knight	Dark Dwarf, Gray Elf, Dark Elf, Goblin, Civilized Human
Ranger	All but Mountain Avian, Civilized Dwarf, Dark Dwarf, Dark Elf
Rogue	All but Forest Avian, Mountain Dwarf, Barbaric Human, Forest Midfolk, Ogre, Saurian
Acrobat	Any Elf, Civilized Human, Any Midfolk
Assassin	Mountain Avian, Civilized Dwarf, Dark Dwarf, Any Elf, Goblin, Civilized Human, River Midfolk
Bandit	All but Gray Elf
Buccaneer	Civilized Dwarf, Dark Dwarf, Gray Elf, High Elf, Goblin, Any Human, River Midfolk, Ogre
Minstrel	All but Mountain Dwarf, Ogre, Saurian
Priest	All but Dark Dwarf, Mountain Dwarf, Dark Elf, Barbaric Human, Ogre, Saurian
Dark Priest	Mountain Avian, Dark Dwarf, Gray Elf, Dark Elf, Civilized Human, Goblin
Druid	Forest Avian, Centaur, Gray Elf, High Elf, Wood Elf, Goblin, Any Human, Any Midfolk
Monk	Dark Elf, High Elf, Gray Elf, Civilized Human
Seer	All but Mountain Dwarf, Barbaric Human, Forest Midfolk, Town Midfolk, Ogre, Saurian
Shaman	All but Mountain Avian, Civilized Dwarf, Gray Elf, Town Midfolk
Mage	All but Centaur, Civilized Dwarf, Mountain Dwarf, Dark Dwarf, Barbaric Human, Forest Midfolk, Ogre, Saurian
Alchemist	All but Mountain Avian, Centaur, Mountain Dwarf, Barbaric Human, Forest Midfolk, Ogre, Saurian
Mentalist	Mountain Avian, Dark Elf, Gray Elf, High Elf, Civilized Human, River Midfolk
Sage	Any Elf, Civilized Human, River Midfolk
Trickster	Any Avian, Dark Dwarf, Any Elf, Goblin, River Midfolk, Town Midfolk
White Witch	Any but Mountain Avian, Dark Dwarf, Civilized Dwarf, Mountain Dwarf, Dark Elf, Town Midfolk
Gray Witch	Any but Mountain Avian, Dark Dwarf, Civilized Dwarf, Mountain Dwarf, Dark Elf, Town Midfolk
Black Witch	Dark Dwarf, Dark Elf, Goblin, Ogre, Saurian



# classes

## Class Definitions

**Attribute Requirements:** The minimum required attribute ratings to qualify for this class are listed in descending order of importance. Primary classes have two attribute requirements while subclasses have three attribute requirements.

**Special Modifiers:** Special abilities that a class may have, as well as game mechanics affected by this class.

**Alignment:** Special alignment guidelines for characters of this class (as enforced by the Game Master).

**Social Skills:** Early training for a class often exposes a character to certain social skills. Any social skills specified as required must be learned by a starting character of this class before other social skills can be learned. "Up to" means that the character may choose social skills up to the number listed, but may not choose more until the player has rolled on the additional social skills table listed in the Skills section. A character cannot choose more social skills than his Knowledge allows.

**Core Skills:** Those skills that define the fundamental abilities of this class by which other characters of the same profession usually judge a character's ability. These skills must be learned in order for a character to continue experience advancement in the class. Core skills are boldfaced in the class advancement table for easy identification.

**Armor Useable:** The types of armor usable by this profession without disabling penalties. (Any armor type can be worn by any class, but the character wearing such armor will be unable to perform his class skills.)

**Weapons Useable:** The types of weapons with which the character may choose to be proficient (see the skill Weapon Knowledge).

**Class Advancement Table:** This table contains the Title, Title name, and class skills, defined below.

**Title:** The experience milestone that a character has earned, based on the Universal Class Experience Table.

**Title Name:** A professional label that the character may be referred to by other characters.

**Class Skills:** These skills are the most fundamental aspect of developing a character, allowing a player to make his character unique when compared to others of the same class. Class skills may be acquired by a character when the associated Title is reached. Class skills must be acquired, skipped or sacrificed when a new Title is reached (see Class and Racial Skills). In order to acquire a new class skill, an open class skill slot is needed (see Knowledge). If no class skill slots are available, no new class skills can be learned. Core skills (boldfaced) must be acquired to continue class advancement.

**Notes:** Detect Trap, Remove Trap and Set Trap denote traps of an (u)rban or (w)ilderness nature. See such skills in the Skills section for further information. Divine Knowledge denoted by a (w) indicates invocations can only be prayed for beneath the open sky (the wilderness), though they can be used elsewhere.

**Goal Advancement:** Listed here are the number of skill points gained and the chance for certain attributes to increase when each Goal is reached. Each skill point added to a class skill raises the skill chance by 1%. Skill points cannot be added to racial or social skills (see Training for increasing racial and social skills). Skill points must be distributed at the same time that they are acquired (any unused skill points are discarded). Skill points may only be added to class skills acquired by a character prior to the Goal advancement. (For example, at 3rd Goal which is the start of 2nd Title, skill points cannot be added to newly acquired 2nd Title class skills; instead they must be added to skills gained at 1st Title.) If multiple Goals are gained at the same time, all skill point distribution rules still apply. During the career of a character, an on-going chance of raising certain attributes is realized at each new Goal. Roll percentile dice for each of the attributes listed here; if the roll is equal to or lower than 5%, then the attribute rating has been permanently increased by 1 (not to exceed racial maximum). If one of the two attributes listed is already at racial maximum, then the remaining attribute increase chance is raised to a 10% chance. If all attributes are already at racial maximum, then the player can choose any attribute of his choice to increase at a 10% chance. If multiple Goals are gained at the same time, roll separately for each Goal attribute increase chance.

**Title Advancement:** Game mechanics affected by advancing in Title, usually relating to magic (spellcasting) and divine magic (invoking and commune chance) abilities.

**Attack Skill:** Defines the Title at which an attack skill category is first learned. The attack skill category defines this profession's advancement in the basic ability to strike an opponent with a melee, hurled or missile weapon (see Combat). Refer to the Master's Manual for advancement past 10th Title.



# classes

## Warrior (Primary class)

Warriors are the masters of brutal fighting. They hone the skills of war and combat, and seek accomplishment through force of arms and military training. A Warrior must be strong and healthy, for even weaponless, he must be a formidable opponent. Warriors advance quickly in the ability to strike accurately (attack skill). Some of the great warriors of legend were Hercules, Perseus, and Beowulf, known for their heroic feats of arms and bravery.

**Attribute Requirements:** Agility 13, Strength 13

**Special Modifiers:** +30% to core skills, +10% to combat skills, +5 Endurance.

**Alignment:** Any.

**Social Skills:** Up to two from the following: Administration, Armoring, Dancing, Drilling, Fletching/Bow Making, Heraldry, Politics, Riding, Running, Soldiering, Weapon Making.

**Core Skills:** Body Parry, Sweep, Weapon Knowledge, Weapon Lore, Weapon Parry.

**Armor Useable:** Any.

**Weapons Useable:** Any.

**Goal Advancement:** 17 skill points. +1 Agility 5%, +1 Strength 5%.

**Title Advancement:** None.

### Warrior Class Advancement Table

Title	Title Name	Class Skills
1 <sup>st</sup>	Brawler	Body Parry, Shield Parry, Weapon Knowledge, Weapon Parry
2 <sup>nd</sup>	Soldier	Armor Knowledge, Brace, Force
3 <sup>rd</sup>	Mercenary	Disarm, Trap Weapon, Trip
4 <sup>th</sup>	Veteran	Second Weapon Knowledge, Stun, Sweep
5 <sup>th</sup>	Man-at-arms	Berserking, Dodge, False Attack
6 <sup>th</sup>	Campaigner	Critical, Feint, Weapon Lore
7 <sup>th</sup>	Warrior	Disable, Focused Attack, Surprise Attack
8 <sup>th</sup>	Champion	Armor Lore, Martial Knowledge, Missile Lore
9 <sup>th</sup>	Lord	Meditate, Second Weapon Lore, Sever
10 <sup>th</sup>	Lord	Body Control, Danger Knowledge, Slay

### Warrior Attack Skill

Beginner	Novice	Intermediate	Advanced	Expert	Master
-	1 <sup>st</sup>	3 <sup>rd</sup>	5 <sup>th</sup>	7 <sup>th</sup>	9 <sup>th</sup>



## BARD (WARRIOR subclass)

Bards are warriors who join in battle and inspire their allies with magical song, as well as strike fear into the hearts of their enemies with eerie dirges. After the battle, they return home to tell the tales of glory and victory, and record forever in song and verse the heroics of those who fought with courage. Bards are also known for their vast knowledge, and they collect stories and humor, weaving them into song, or rhyming them into verse. Quick of foot and wit, they must have a great capacity for recalling details. The musical ability and talent of the Bard is magical as well as natural. Thus, eventually the long traveled Bard even acquires the ability to use magical spells. The Celts and Finnish were both known for their great Bards. Taliesin and Cairpre are just two examples.

**Attribute Requirements:** Intelligence 15, Knowledge 15, Agility 12

**Special Modifiers:** +30% to core skills, +10% to combat skills, +5% to magical skills, +5% to informational skills, +10% morale adjustment.

**Alignment:** Any non-evil.

**Social Skills:** Up to three from the following: Acting, Baking/Cooking, Barbering, Brewing, Dancing, Diplomacy, Instruction, Instrument Making, Instrument Playing, Juggling, Leeching, Painting, Philosophy, Politics, Recite Poetry, Riding, Scribing, Sewing, Sing Songs, Story Telling, Translating, Writing.

**Core Skills:** Play, Poem Lore, Recite, Sing, Song Lore.

**Armor Useable:** No shield except buckler. Any pieces or suits that do not contain plate or heavy plate except for arm or leg bracers. Any half or composite helms.

**Weapons Useable:** Any.

**Goal Advancement:** 19 skill points. +1 Intelligence 5%, +1 Knowledge 5%.

**Title Advancement:** At 6th and higher Titles, a +2 Control and a change in Aura Regeneration Rate.

### Bard Class Advancement Table

Title	Title Name	Class Skills
1 <sup>st</sup>	Rhymer	Play, Recite, Sing, Weapon Knowledge, Weapon Parry
2 <sup>nd</sup>	Chanter	Body Parry, Brace, Detect Magic, Listen
3 <sup>rd</sup>	Troubadour	Cartography, Herb Lore, Poem Lore, Sleight of Hand
4 <sup>th</sup>	Minne Singer	Dodge, False Attack, Language Lore, Mimic
5 <sup>th</sup>	Sonneteer	Detect Aura, Feint, Song Lore, Trip
6 <sup>th</sup>	Skald	Bestiary Lore, Disarm, Scroll Knowledge, Track
7 <sup>th</sup>	Bard	Charming, Cover Tracks, Jewelry Knowledge, Meditate
8 <sup>th</sup>	Lorist	Critical, Decipher, Identify, Legend Lore
9 <sup>th</sup>	Master Bard	Ballad Lore, Empower, Potion Lore, Stun
10 <sup>th</sup>	Master Bard	Absorb Aura, Focused Attack, Item Tell, Weave Magic



### Bard Attack Skill Table

Beginner	Novice	Intermediate	Advanced	Expert	Master
-	1 <sup>st</sup>	3 <sup>rd</sup>	5 <sup>th</sup>	8 <sup>th</sup>	*



# classes

## Duelist (WARRIOR subclass)

Duelists are the practitioners of one to one combat. They practice skills that will affect their chances of success in a duel. Whereas the Warrior can be very physical and brutish, fighting many opponents at once, the Duelist prefers to defeat a single opponent through skill and mastery of arms. Even when surrounded by opponents, the Duelist can still hold his own. A Duelist must be strong and quick. Some of the great Duelists of legend, well known for their art of defeating and disabling opponents, were the Musketeers and Sparticus.

**Attribute Requirements:** Agility 13, Strength 13.

**Special Modifiers:** +30% to core skills, +10% to combat skills

**Alignment:** Any.

**Social Skills:** Up to two from the following: Armoring, Dancing, Diplomacy, Drilling, Fashion, Fletching/Bow Making, Heraldry, Politics, Riding, Soldiering, Weapon Making.

**Core Skills:** Disarm, Feint, Weapon Knowledge, Weapon Lore, Weapon Parry.

**Armor Useable:** Any.

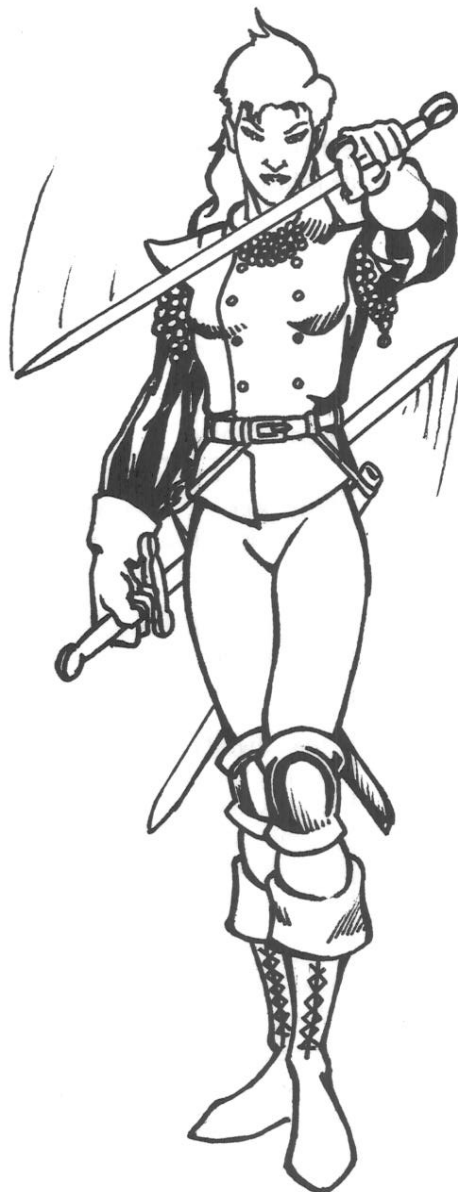
**Weapons Useable:** Any.

**Goal Advancement:** 16 skill points. +1 Agility 5%, +1 Strength 5%.

**Title Advancement:** None.

### Duelist Class Advancement Table

Title	Title Name	Class Skills
1 <sup>st</sup>	Brawler	Body Parry, Disarm, Trap Weapon, Weapon Knowledge, Weapon Parry
2 <sup>nd</sup>	Soldier	Brace, Second Weapon Knowledge, Shield Parry
3 <sup>rd</sup>	Mercenary	False Attack, Meditate, Trip
4 <sup>th</sup>	Swordsman	Balance, Feint, Stun
5 <sup>th</sup>	Warrior	Armor Knowledge, Dodge, Weapon Lore
6 <sup>th</sup>	Champion	Acrobatics, Focused Attack, Sweep
7 <sup>th</sup>	Duelist	Critical, Intimidation, Second Weapon Lore
8 <sup>th</sup>	Hero	Disable, Sever, Surprise Attack
9 <sup>th</sup>	Master Dueler	Body Control, Missile Lore, Slay
10 <sup>th</sup>	Master Dueler	Armor Lore, Danger Knowledge, Martial Knowledge



### Duelist Attack Skill Table

Beginner	Novice	Intermediate	Advanced	Expert	Master
-	1 <sup>st</sup>	3 <sup>rd</sup>	5 <sup>th</sup>	7 <sup>th</sup>	9 <sup>th</sup>

## Knight (Warrior subclass)

Knights are the keepers of faith through arms. They follow strict moral codes and serve a deity and a divine order. Service and sacrifice define their life, and they pride themselves on their immunities to the weaknesses of lesser beings who succumb to the desires of flesh and fortune. A Knight uses his weapons to enforce the morals of his order and faith, and can call upon divine powers to aid in battle. Knights may come from wealth and privilege, but are not necessarily of an elevated social class. Those that are sponsored may rise to privileged status and be allowed to bear their own colors, as well as those of their deity or church. The heroes of King Arthur's round table and Joan of Arc are examples of great Knights of legend.

**Attribute Requirements:** Piety 14, Agility 13, Will Force 13.

**Special Modifiers:** +30% to core skills, +10% to combat skills, +5% to divine magical skills.

**Alignment:** Fanatical or active good.

**Social Skills:** Up to two from the following: Armoring, Drilling, Falconry, Page, Riding, Scribing, Smithy, Soldiering, Squire, Story Telling, Weapon Making, Writing.

**Core Skills:** Armor Knowledge, Bless, Protection from Evil, Truth Tell, Weapon Knowledge.

**Armor Useable:** Any.

**Weapons Useable:** Any melee weapon.

Among missile weapons: sling and bolo (may throw melee weapons).

**Goal Advancement:** 17 skill points. +1 Piety 5%, +1 Agility 5%.

**Title Advancement:** At 6th Title and beyond, Piety Control raises 2 each Title (see Divine Knowledge).

### Knight Class Advancement Table

Title	Title Name	Class Skills
1 <sup>st</sup>	Defender	Armor Knowledge, Body Parry, Shield Parry, Weapon Knowledge, Weapon Parry
2 <sup>nd</sup>	Protector	Brace, Detect Evil, Protection from Evil, Truth Tell
3 <sup>rd</sup>	Guardian	Bless, Horsemanship, Light, Trap Weapon
4 <sup>th</sup>	Warder	Disarm, Law, Stun, Sweep
5 <sup>th</sup>	Champion	Detect Curse, Feint, Remove Fear, Turn Undead
6 <sup>th</sup>	Cavalier	Critical, Divine Knowledge, Healing, Meditate
7 <sup>th</sup>	Knight	Dodge, Focused Attack, Remove Curse, Weapon Lore
8 <sup>th</sup>	Paladin	Armor Lore, Cure Disease, Divination, Summon Supernatural
9 <sup>th</sup>	Knight Lord	Cure Poison, Disable, Omen, Talisman
10 <sup>th</sup>	Knight Lord	Banish, Cure Insanity, Quest, Regeneration

### Knight Attack Skill Table

Beginner	Novice	Intermediate	Advanced	Expert	Master
-	1 <sup>st</sup>	3 <sup>rd</sup>	5 <sup>th</sup>	8 <sup>th</sup>	*



## Dark Knight (Warrior subclass)

Dark Knights are the knights who have chosen to follow an evil deity or supernatural force. They walk the bleak paths of power gained through their subservience to darkness. Depravity and destruction define their life. They pride themselves on the power they can wield against the weakness of lesser beings. A Dark Knight uses whatever he has to overcome conflict: force of arms, intimidation, and manipulation, whichever is easiest or produces the most enjoyment. Cruel they are, yet still they adhere to a code understood only by them and their divine order. Dark Knights either strayed early in their training at a good order, or were specially trained in an evil one. Mordred the Usurper is a well-known Dark Knight of legend.

**Attribute Requirements:** Piety 15, Agility 13, Strength 13.

**Special Modifiers:** +30% to core skills, +10% to combat skills, +5% to divine magical skills.

**Alignment:** Fanatical or active evil.

**Social Skills:** Up to two from the following: Armoring, Courtesan, Drilling, Harlotry, Page, Riding, Scribing, Smithy, Soldiering, Squire, Story Telling, Weapon Making, Writing.

**Core Skills:** Armor Knowledge, Blasphemy, Protection from Good, Lie, Weapon Knowledge.

**Armor Useable:** Any.

**Weapons Useable:** Any.

**Goal Advancement:** 17 skill points. +1 Piety 5%, +1 Agility 5%.

**Title Advancement:** At 6th Title and beyond, Piety Control raises 2 each Title (see Divine Knowledge).

### Dark Knight Class Advancement Table

Title	Title Name	Class Skills
1 <sup>st</sup>	Attacker	Armor Knowledge, Body Parry, Shield Parry, Weapon Knowledge, Weapon Parry
2 <sup>nd</sup>	Pillager	Brace, Detect Good, Lie, Protection from Good
3 <sup>rd</sup>	Ransacker	Blasphemy, Darkness, Horsemanship, Trap Weapon
4 <sup>th</sup>	Desecrater	Disarm, Stun, Sweep, Undead Lore
5 <sup>th</sup>	Despiser	Control Undead, Detect Curse, Fear, Feint
6 <sup>th</sup>	Destroyer	Critical, Divine Knowledge, Meditate, Wounding
7 <sup>th</sup>	Dark Knight	Dodge, Focused Attack, Remove Curse, Weapon Lore
8 <sup>th</sup>	Despoiler	Armor Lore, Cause Disease, Divination, Summon Supernatural
9 <sup>th</sup>	Dark Lord	Curse, Omen, Sever, Talisman
10 <sup>th</sup>	Dark Lord	Call Undead, Insanity, Quest, Withering

### Dark Knight Attack Skill Table

Beginner	Novice	Intermediate	Advanced	Expert	Master
-	1 <sup>st</sup>	3 <sup>rd</sup>	5 <sup>th</sup>	8 <sup>th</sup>	*



## Ranger (Warrior subclass)

Rangers are champions of the wilds. They are trackers and tamers, keepers and scouts. Rangers will take only what they need from the wilds, and survive by an unshakable respect of nature's ways. They can deal with civilized folk well enough, but have learned to defend themselves well in those encounters that go astray. Thus they prefer to avoid the constraints of cities and the "civilized" world. They are especially proficient with missile weapons, as they often have a great deal of experience in hunting. Late in his professional life a Ranger can call upon the divine forces of nature.

**Attribute Requirements:** Agility 13, Intelligence 12, Knowledge 12.

**Special Modifiers:** +30% to core skills, +10% to combat skills, +5% to stealth/intrusive skills, +5% to divine magical skills.

**Alignment:** Any non-evil.

**Social Skills:** Up to two from the following: Animal Husbandry, Animal Training, Armoring, Baking/Cooking, Chirurgeon, Diving, Falconry, Fishing, Fletching/Bow Making, Foraging/Forestry, Hunting/Trapping, Leeching, Riding, Rope Use, Running, Sewing, Signaling, Skinning/Tanning, Soldiering, Survival, Swimming, Weapon Making.

**Core Skills:** Direction Knowledge, Herb Lore, Missile Lore, Tame Animal, Track.

**Armor Useable:** Any except breastplate, plate long skirt or plate armored skirt, plate leglets or plate footgear.

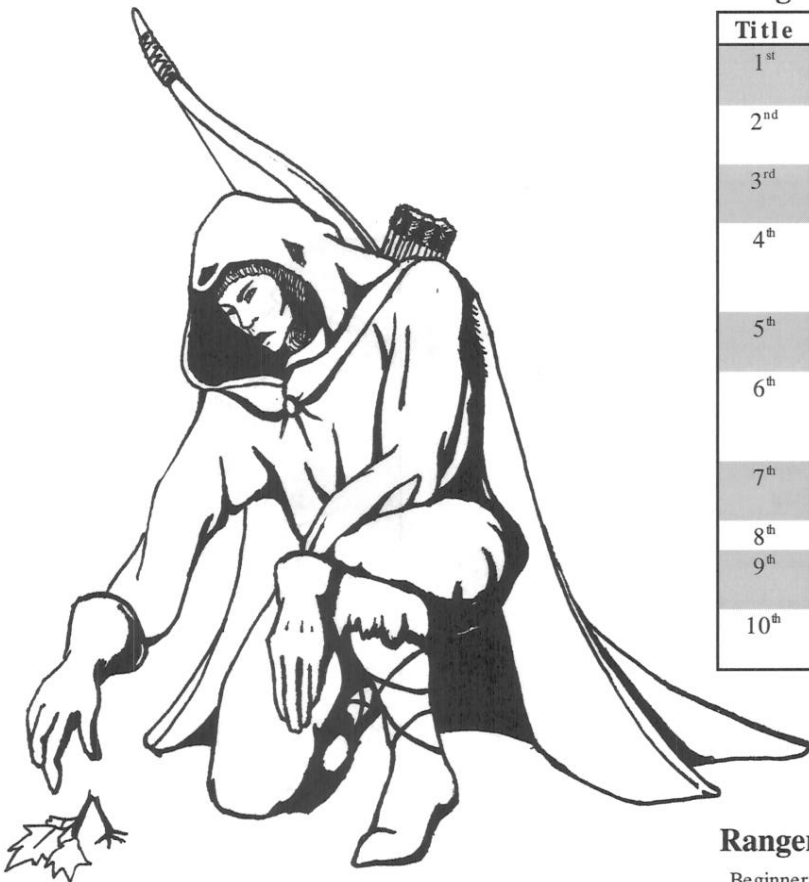
**Weapons Useable:** Any.

**Goal Advancement:** 18 skill points. +1 Agility 5%, +1 Knowledge 5%.

**Title Advancement:** At 6th Title and beyond, Piety Control raises 2 each Title (see Divine Knowledge).

**Ranger Class Advancement Table**

Title	Title Name	Class Skills
1 <sup>st</sup>	Scout	Cover Tracks, Listen, <b>Track</b> , Weapon Knowledge, Weapon Parry
2 <sup>nd</sup>	Woodsman	Body Parry, <b>Direction Knowledge</b> , <b>Herb Lore</b> , Mimic, <b>Tame Animal</b>
3 <sup>rd</sup>	Tracker	Blend, Brace, Climb, <b>Missile Lore</b> , Move Unheard
4 <sup>th</sup>	Pathfinder	Area Sense, Detect Trap (w), Move Unseen, Shield Parry, Speak to Animal
5 <sup>th</sup>	Guide	Animal Lore, Cartography, Dodge, Evoke, Remove Trap (w)
6 <sup>th</sup>	Strider	Animal Projection, Divine Knowledge(w), Set Trap (w), Stun
7 <sup>th</sup>	Ranger	False Attack, Feint, Focused Attack, Second Weapon Knowledge
8 <sup>th</sup>	Forester	Critical, Disarm, Sweep, Totem Call
9 <sup>th</sup>	Ranger Lord	Bestiary Lore, Speak to Plant, Summon Animal, Weapon Lore
10 <sup>th</sup>	Ranger Lord	Animal Shape, Control Growth, Danger Knowledge, Wood Lore



**Ranger Attack Skill Table**

Beginner	Novice	Intermediate	Advanced	Expert	Master
-	1 <sup>st</sup>	3 <sup>rd</sup>	5 <sup>th</sup>	8 <sup>th</sup>	*



## Rogue (Primary class)

Rogues are pragmatic followers of fortune. They use stealth, deception and practiced technique to gather wealth. The wily Rogue avoids or escapes conflict. When there is treasure to be had, the Rogue will be most likely to risk danger. A Rogue's pride lies in quickness of feet, sureness of hand and deepness of pocket. They usually avoid notoriety, and would prefer the light remain firmly fixed on others rather than illuminate their own lives. They prefer cities and towns where their talents can be put to best use. A great rogue of fiction is the Artful Dodger of Dickens fame.

**Attribute Requirements:** Agility 13, Intelligence 13

**Special Modifiers:** +30% to core skills, +10% to stealth/intrusive skills, +5% to combat skills, +5% to Perception.

**Alignment:** Any.

**Social Skills:** Up to two from the following: Accounting, Acting, Bartering/Haggling, Begging, Collecting, Courtesan, Diplomacy, Drudgery, Economics, Espionage, Fashion, Fortune Telling, Gossip Mongering, Harlotry, Lip Reading, Locksmith, Politics, Running, Supplier, Tightrope Walking.

**Core Skills:** Detect Trap (*u*), Lie, Move Unheard, Move Unseen, Open Locks.

**Armor Useable:** Any armor made of leather or hide. Any half shirt. Full or long shirt of ringmail. Half or composite helm. Any headgear. Arm or leg bracers of any type. No shield except buckler.

**Weapons Useable:** Any.

**Goal Advancement:** 18 skill points. +1 Agility 5%, +1 Intelligence 5%.

**Title Advancement:** None.

### Rogue Class Advancement Table

Title	Title Name	Class Skills
1 <sup>st</sup>	Filcher	Cheat, Lie, Move Unheard, Steal, Weapon Knowledge
2 <sup>nd</sup>	Pilferer	Climb, Listen, Move Unseen, Street Knowledge
3 <sup>rd</sup>	Looter	Balance, Detect Trap ( <i>u</i> ), Open Locks, Weapon Parry
4 <sup>th</sup>	Cutpurse	Set Trap ( <i>u</i> ), Shadowing, Sleight of Hand, Remove Trap ( <i>u</i> )
5 <sup>th</sup>	Burglar	Cover Tracks, Jewelry Knowledge, Second Weapon Knowledge, Slow Fall
6 <sup>th</sup>	Bandit	Fencing, Forgery, Street Lore, Stun
7 <sup>th</sup>	Rogue	Dodge, Escape, Surprise Attack, Trap Weapon
8 <sup>th</sup>	Thief	Disarm, Disguise, Feint, Trip
9 <sup>th</sup>	Master Rogue	Convince, False Attack, Law, Mimic
10 <sup>th</sup>	Master Rogue	Danger Knowledge, Missile Lore, Poison Lore, Second Weapon Lore



### Rogue Attack Skill Table

Beginner	Novice	Intermediate	Advanced	Expert	Master
1 <sup>st</sup>	3 <sup>rd</sup>	5 <sup>th</sup>	8 <sup>th</sup>	10 <sup>th</sup>	*

# classes

## Acrobat (Rogue subclass)

The Acrobat is foremost a gifted athlete. She uses skill and talent to do what others feel is impossible: walk a rope, fall great distances safely, or scale impossible surfaces. She was often trained in a traveling show, where she made connections and may have fallen in with the wrong crowd. For whatever reason, the Acrobat has decided to pursue a new life, and thus eventually learns many of the stealthy rogue skills as well. At higher Titles their adeptness with weapons begins to increase, making them skilled combat opponents. They often make excellent spies or special operatives, as they have the ability to get in and out of difficult locations.

**Attribute Requirements:** Agility 13, Strength 13, Intelligence 13.

**Special Modifiers:** +30% to core skills, +10% to stealth/intrusive skills, +5% to combat skills.

**Alignment:** Any.

**Social Skills:** Required: Tumbling. Up to two from the following: Acting, Bartering/Haggling, Begging, Clowning/Jesting, Courtesan, Drudgery, Espionage, Harlotry, Juggling, Locksmith, Rope Making, Rope Use, Running, Story Telling, Tightrope Walking.

**Core Skills:** Acrobatics, Balance, Break Fall, Dodge, Leap.

**Armor Useable:** Any leather or hide except long shirt. Any composite helm (must be strapped on to perform skills); arm or leg bracers of any type.

**Weapons Useable:** Any.

**Goal Advancement:** 17 skill points. +1 Agility 5%, +1 Strength 5%.

**Title Advancement:** None.

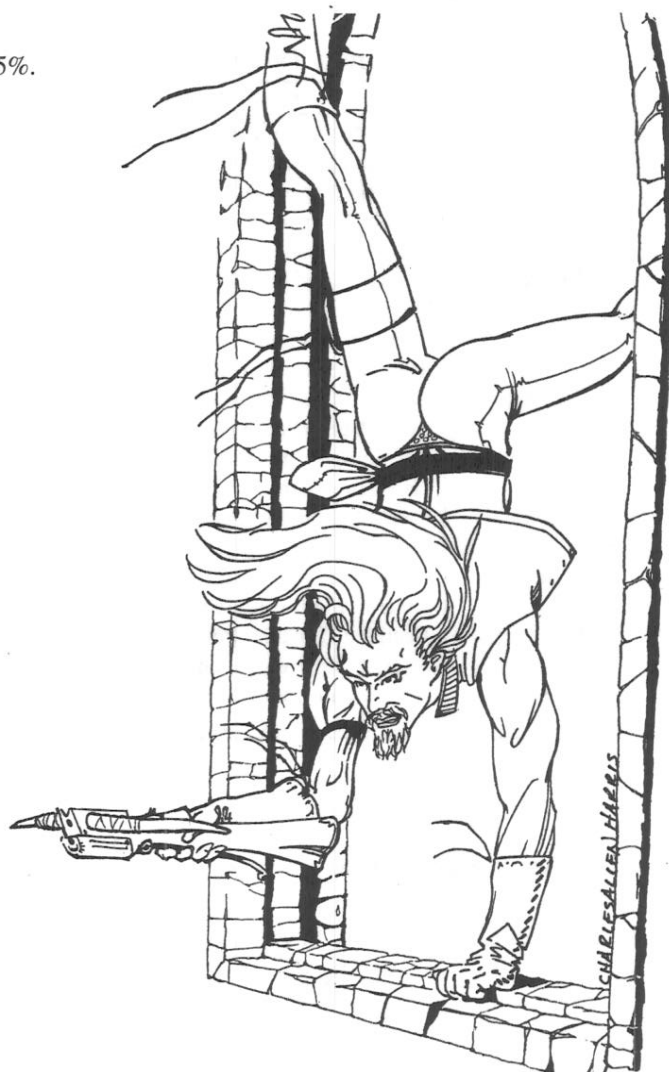
### Acrobat Class Advancement Table

Title	Title Name	Class Skills
1 <sup>st</sup>	Athlete	Acrobatics, Balance, Body Parry, Climb, Weapon Knowledge
2 <sup>nd</sup>	Dancer	Brace, Dodge, Leap, Listen
3 <sup>rd</sup>	Gymnast	Feint, Sleight of Hand, Trip, Weapon Parry
4 <sup>th</sup>	Escape Artist	Break Fall, Escape, Move Unheard, Steal
5 <sup>th</sup>	Roof Walker	Detect Trap (u), Martial Knowledge <sup>1</sup> , Move Unseen, Slow Fall
6 <sup>th</sup>	Cat Burglar	Meditate, Open Locks, Second Weapon Knowledge
7 <sup>th</sup>	Acrobat	Disarm, Set Trap (u), Stun
8 <sup>th</sup>	Swift	False Attack, Remove Trap (u), Sweep
9 <sup>th</sup>	Master Acrobat	Danger Knowledge, Disable, Surprise Attack
10 <sup>th</sup>	Master Acrobat	Disguise, Focused Attack, Second Weapon Lore

<sup>1</sup> The Acrobat may only choose defensive or contact styles (see Martial Knowledge).

### Acrobat Attack Skill Table

Beginner	Novice	Intermediate	Advanced	Expert	Master
1 <sup>st</sup>	3 <sup>rd</sup>	5 <sup>th</sup>	7 <sup>th</sup>	9 <sup>th</sup>	*



# classes

## Assassin (Rogue subclass)

Assassins use shadow and deceit to ply their trade; death. Although there are some Assassins who spend their careers as spies, most are hired killers who consider murder an art form. Assassins learn and hone the skills that aid them in the elimination of their mark. When they do form guilds, advancement is usually through elimination of superiors. Light and discovery are the Assassin's enemy, and a blown assignment usually requires the elimination of the Assassin. Assassins' lives are often brief and almost always end the same way they end others'; in a grisly death. The best Assassins from the far past were never seen nor were their deeds known.

**Attribute Requirements:** Agility 13, Strength 13, Intelligence 13.

**Special Modifiers:** +30% to core skills, +10% to stealth/intrusive skills, +5% to combat skills.

**Alignment:** Any non-good.

**Social Skills:** Up to three from the following: Acting, Armoring, Bartering/Haggling, Begging, Cooking, Courtesan, Espionage, Fletching/Bow Making, Harlotry, Juggling, Lip Reading, Locksmith, Politics, Riding, Rope Making, Running, Skinning/Tanning, Swimming, Torturing, Weapon Making.

**Core Skills:** Disguise, Lie, Move Unheard, Move Unseen, Surprise Attack.

**Armor Useable:** No plate except arm or leg bracers and half or composite helm. Any headgear.

**Weapons Useable:** Any.

**Goal Advancement:** 18 skill points. +1 Agility 5%, +1 Intelligence 5%.

**Title Advancement:** None.

### Assassin Class Advancement Table

Title	Title Name	Class Skills
1 <sup>st</sup>	Looter	Lie, Move Unheard, Move Unseen, Shadowing, Weapon Knowledge
2 <sup>nd</sup>	Thug	Climb, Disguise, Listen, Sleight of Hand, Weapon Parry
3 <sup>rd</sup>	Murderer	Brace, Cheat, Detect Trap (u), Dodge, Mimic
4 <sup>th</sup>	Killer	Acrobatics, Feint, Open Locks, Remove Trap (u), Street Knowledge
5 <sup>th</sup>	Cutthroat	Cover Tracks, Missile Lore, Set Trap (u), Steal, Surprise Attack
6 <sup>th</sup>	Slayer	Cartography, Escape, Focused Attack, Herb Lore, Trip
7 <sup>th</sup>	Assassin	Critical, Fencing, Forgery, Poison Lore, Slow Fall
8 <sup>th</sup>	Executioner	Break Fall, Direction Knowledge, Disarm, Martial Knowledge, Stun
9 <sup>th</sup>	Master Assassin	Decipher, Disable, Potion Lore, Street Lore, Weapon Lore
10 <sup>th</sup>	Master Assassin	Assassinate, Body Control, Convince, Danger Knowledge, Sever

### Assassin Attack Skill Table

Beginner	Novice	Intermediate	Advanced	Expert	Master
-	1 <sup>st</sup>	3 <sup>rd</sup>	6 <sup>th</sup>	9 <sup>th</sup>	*



# classes

## Bandit (Rogue subclass)

Bandits usually band together in outlaw groups, hence the name. They strike their victims from concealment, and enrich themselves at the expense of others. The leader of a band is usually the strongest or canniest member. Ambush and stealth are the tools of the Bandit's trade. While the occasional Bandit raids only out of necessity most do so as a preferred existence. Bandits find places where the law does not frequent: dark alleys, far roads and deep woods. From these bases they strike and cause mischief and mayhem. The most notable bandit was Robert The Hood. The Brothers Grimm elaborated and embellished his tale all throughout Western Europe. Eventually he was known as Robin Hood and his associates became The Merry Band.

**Attribute Requirements:** Agility 13, Strength 13, Intelligence 12.

**Special Modifiers:** +30% to core skills, +10% to stealth/intrusive skills, +5% to combat skills.

**Alignment:** Any.

**Social Skills:** Up to two from the following: Armoring, Baking/Cooking, Bartering/Haggling, Begging, Chirurgeon, Crying/Hawking, Diplomacy, Drudgery, Economics, Fletching/Bow Making, Riding, Rope Use, Running, Skinning/Tanning, Supplier, Swimming, Weapon Making.

**Core Skills:** Cover Tracks, Move Unheard, Steal, Stun, Weapon Knowledge.

**Armor Useable:** Any.

**Weapons Useable:** Any.

**Goal Advancement:** 17 skill points.

+1 Agility 5%, +1 Intelligence 5%.

**Title Advancement:** None.

### Bandit Class Advancement Table

Title	Title Name	Class Skills
1 <sup>st</sup>	Filcher	Climb, Smell, Track, <b>Weapon Knowledge</b>
2 <sup>nd</sup>	Looter	<b>Cover Tracks</b> , Listen, <b>Steal</b>
3 <sup>rd</sup>	Robber	<b>Move Unheard</b> , Shield Parry, Weapon Parry
4 <sup>th</sup>	Highwayman	Blend, Body Parry, Cheat
5 <sup>th</sup>	Hood	Detect Trap (w), Lie, <b>Stun</b>
6 <sup>th</sup>	Brigand	False Attack, Set Trap (w), Trip
7 <sup>th</sup>	Bandit	Dodge, Mimic, Remove Trap (w)
8 <sup>th</sup>	Rogue	Disguise, Feint, Trap Weapon
9 <sup>th</sup>	Bandit Lord	Critical, Surprise Attack, Sweep
10 <sup>th</sup>	Bandit Lord	Disable, Missile Lore, Weapon Lore

### Bandit Attack Skill Table

Beginner	Novice	Intermediate	Advanced	Expert	Master
-	1 <sup>st</sup>	3 <sup>rd</sup>	6 <sup>th</sup>	9 <sup>th</sup>	*





## Buccaneer (Rogue subclass)

The Buccaneer is the bandit of the waves. He rules the unguarded shipping lanes, plundering at will and capturing unprotected ships. The Buccaneer generally has greater success because of the difficulties of the sea. A Bandit's lair can be found and his band hunted down, but on the wide waterways of the world a Buccaneer can hide or be anywhere. Buccaneers often romanticize their lives, though they are usually the dregs of the seafaring races. The term pirate is often associated with this class. Several buccaneers of history and legend are Blackbeard, Bluebeard and John La Foote. Some modern country's navies started out as a few pirate vessels whose captains swore allegiance to the rulers.

**Attribute Requirements:** Agility 13, Strength 13, Intelligence 11.

**Special Modifiers:** +30% to core skills, +10% to stealth/intrusive skills, +5% to combat skills, +5% to disciplined skills.

**Alignment:** Any.

**Social Skills:** Required: Rope Use. Up to two from the following: Armoring, Baking/Cooking, Bartering/Haggling, Begging, Crying/Hawking, Diving, Drilling, Drudgery, Fletching/Bow Making, Sing Songs, Skinning/Tanning, Soldiering, Supplier, Swimming, Weapon Making.

**Core Skills:** Balance, Climb, Sail, Navigate, Weapon Knowledge.

**Armor Useable:** Any.

**Weapons Useable:** Any.

**Goal Advancement:** 18 skill points. +1 Agility 5%, +1 Strength 5%.

**Title Advancement:** None.

### Buccaneer Class Advancement Table

Title	Title Name	Class Skills
1 <sup>st</sup>	Swabbie	Balance, Climb, Listen, Sail, Weapon Knowledge
2 <sup>nd</sup>	Sailor	Body Parry, Cheat, Direction Knowledge, Weapon Parry
3 <sup>rd</sup>	Seaman	Brace, Cartography, Lie, Steal
4 <sup>th</sup>	Mate	Break Fall, Jewelry Knowledge, Navigate, Second Weapon Knowledge
5 <sup>th</sup>	First Mate	Feint, Force, Leap, Trip
6 <sup>th</sup>	Navigator	Acrobatics, Disarm, Dodge
7 <sup>th</sup>	Buccaneer	Disable, False Attack, Stun
8 <sup>th</sup>	Pirate	Escape, Sweep, Weapon Lore
9 <sup>th</sup>	Master Buccaneer	Critical, Focused Attack, Surprise Attack
10 <sup>th</sup>	Master Buccaneer	Charming, Second Weapon Lore, Trap Weapon

### Buccaneer Attack Skill Table

Beginner	Novice	Intermediate	Advanced	Expert	Master
-	1 <sup>st</sup>	3 <sup>rd</sup>	6 <sup>th</sup>	9 <sup>th</sup>	*



# classes

## Minstrel (Rogue subclass)

Gypsy, troubadour, and fool are just some of the names by which the Minstrel is known. These wandering vagabonds are the tellers of tales, the singers of songs and the weavers of legend. No other class exceeds the prowess of the Minstrel in the performing arts. Whereas the Bard marches with warriors to the battlefield, Minstrels are widely known by the common folk as performers who journey from town to town, telling and singing their stories, always searching for new legends with which they can entertain. However, Minstrels are much more than simple storytellers. They can be advisors to kings while being fools at which to laugh, and can solve mysteries by simply listening to the gossip that fills the marketplace. No secret is safe from the roving ear of the Minstrel. Later in their careers the great Minstrels learn even the secrets of magic. Few Minstrels are remembered from history, as it was their stories and not their personal identities that were meant to live on after them. Minstrels were responsible for the crafting of such stories as Beowulf and the legends of King Arthur. Shakespeare's Touchstone is a good example.

**Attribute Requirements:** Intelligence 15, Knowledge 14, Agility 12.

**Special Modifiers:** +30% to core skills, +10% to stealth/intrusive skills, +5% to magical skills.

**Alignment:** Any.

**Social Skills:** Up to three from the following: Acting, Barbering, Bartering/Haggling, Begging, Clowning/Jesting, Courtesan, Crying/Hawking, Dancing, Diplomacy, Drudgery, Etiquette, Fashion, Gambling, Gossip Mongering, Harlotry, Instrument Making, Instrument Playing, Juggling, Lip Reading, Politics, Recite Poetry, Sing Songs, Story Telling, Tightrope Walking, Ventriloquism, Writing.

**Core Skills:** Play, Poem Lore, Recite, Sing, Song Lore.

**Armor Useable:** Any armor or piece of leather or hide. Any half shirt. Full or long shirt of ringmail. Half or composite helm. Arm or leg bracers of any type. No shield except buckler. Any headgear.

**Weapons Useable:** Any.

**Goal Advancement:** 18 skill points. +1 Agility 5%, +1 Intelligence 5%.

**Title Advancement:** At 5th and higher Titles, a +2 Aura Control and a change in Aura Regeneration Rate.

### Minstrel Class Advancement Table

Title	Title Name	Class Skills
1 <sup>st</sup>	Vagabond	Listen, Play, Recite, Sing, Weapon Knowledge
2 <sup>nd</sup>	Player	Cheat, Detect Alignment, Lie, Move Unheard, Steal
3 <sup>rd</sup>	Performer	Balance, Detect Magic, Move Unseen, Poem Lore, Sleight of Hand
4 <sup>th</sup>	Gypsy	Cartography, Detect Trap (u), Open Locks, Street Knowledge, Weapon Parry
5 <sup>th</sup>	Lyricist	Climb, Decipher, Scroll Knowledge, Set Trap (u), Song Lore
6 <sup>th</sup>	Muse	Charming, Convince, Dodge, Language Lore
7 <sup>th</sup>	Minstrel	Jewelry Knowledge, Mimic, Trip, Remove Trap (u)
8 <sup>th</sup>	Musician	Disguise, Feint, Forgery, Identify
9 <sup>th</sup>	Master Minstrel	Ballad Lore, Bestiary Lore, Detect Aura, Legend Lore
10 <sup>th</sup>	Master Minstrel	Escape, Item Tell, Street Lore, Weave Magic



### Minstrel Attack Skill Table

Beginner	Novice	Intermediate	Advanced	Expert	Master
1 <sup>st</sup>	3 <sup>rd</sup>	5 <sup>th</sup>	8 <sup>th</sup>	10 <sup>th</sup>	*

# classes

## Priest (Primary class)

Priests are faithful servants who have the blessing and favor of a deity. They devote their lives to serving the deity, and are granted divine power to wield in return for their faith. Priests follow the narrow paths of holiness and truth, whether they be found in the halls of an abbey or deep within the dark crevices of the earth. Because they are the divine instrument of a deity, many fear them and the wrath that can be brought down upon their enemies. Priests are powerful because they have the power of the divine, yet can fight effectively in combat as well. A simple priest of legend was Friar Tuck.

**Attribute Requirements:** Piety 15, Wisdom 14, Will Force 14.

**Special Modifiers:** +30% to core skills, +10% to divine magical skills, +5% Affinity.

**Alignment:** Any good.

**Social Skills:** Up to two from the following: Administration, Baking/Cooking, Candle/Oil Making, Chirurgeon, Leeching, Physiology, Scribing, Story Telling, Theology, Writing.

**Core Skills:** Bless, Detect Evil, Divine Knowledge, Healing, Turn Undead.

**Armor Useable:** Any.

**Weapons Useable:** Any (deity permitting).

**Goal Advancement:** 18 skill points. +1 Piety 5%, +1 Will Force 5%.

**Title Advancement:** +1% Commune chance per Title. At 1st Title and beyond, Piety Control raises 2 each Title (see Divine Knowledge).

### Priest Class Advancement Table

Title	Title Name	Class Skills
1 <sup>st</sup>	Acolyte	Bless, Detect Evil, Divine Knowledge, Healing, Weapon Knowledge
2 <sup>nd</sup>	Initiate	Protection from Evil, Shield Parry, Truth Tell, Turn Undead
3 <sup>rd</sup>	Layman	Cure Disease, Detect Curse, Detect Supernatural, Light
4 <sup>th</sup>	Brother	Brace, Cure Poison, Remove Fear, Speak to Dead
5 <sup>th</sup>	Cleric	Exorcism, Omen, Ritual Lore, Summon Supernatural
6 <sup>th</sup>	Canon	Detect Alignment, Meditate, Planar Lore, Remove Curse
7 <sup>th</sup>	Priest	Banish, Levitation, Regeneration, Stun
8 <sup>th</sup>	High Priest	Curse, Divination, Soothe, Talisman
9 <sup>th</sup>	Arch Priest	Cure Insanity, Quest, Resurrection, Spirit Travel
10 <sup>th</sup>	Arch Priest	Gateway, Phase, Plane Shift, Recover

### Priest Attack Skill Table

Beginner	Novice	Intermediate	Advanced	Expert	Master
1 <sup>st</sup>	3 <sup>rd</sup>	5 <sup>th</sup>	7 <sup>th</sup>	10 <sup>th</sup>	*



## Dark Priest (Primary class)

Dark Priests search for power to spread the reach and influence of their evil deity. These unholy characters seek to manipulate and subjugate all who are weaker, using the fear and terror that their deity's name inspires. They lead the righteous astray and call upon the power of divinity to serve an evil cause. When divinity is not enough they use weapons, lies, and even poison. Torquemada is an example of a historical dark priest.

**Attribute Requirements:** Piety 15, Wisdom 14, Will Force 14.

**Special Modifiers:** +30% to core skills, +10% to divine magical skills, +5% Affinity.

**Alignment:** Any evil.

**Social Skills:** Up to two from the following: Administration, Baking/Cooking, Candle/Oil Making, Chirurgeon, Courtesan, Harlotry, Leeching, Physiology, Scribing, Story Telling, Theology, Writing.

**Core Skills:** Blasphemy, Detect Good, Divine Knowledge, Fear, Wounding.

**Armor Useable:** Any.

**Weapons Useable:** Any (deity permitting).

**Goal Advancement:** 18 skill points. +1 Piety 5%, +1 Will Force 5%.

**Title Advancement:** +1% Commune chance per Title. At 1st Title and beyond, Piety Control raises 2 each Title (see Divine Knowledge).

### Dark Priest Class Advancement Table

Title	Title Name	Class Skills
1 <sup>st</sup>	Acolyte	Blasphemy, Detect Good, Divine Knowledge, Weapon Knowledge, Wounding,
2 <sup>nd</sup>	Initiate	Control Undead, Lie, Protection from Good, Shield Parry,
3 <sup>rd</sup>	Layman	Cause Disease, Darkness, Detect Curse, Detect Supernatural
4 <sup>th</sup>	Brother	Brace, Fear, Speak to Dead, Undead Lore
5 <sup>th</sup>	Cleric	Omen, Possession, Ritual Lore, Summon Supernatural
6 <sup>th</sup>	Canon	Detect Alignment, Meditate, Planar Lore, Remove Curse
7 <sup>th</sup>	Priest	Banish, Levitation, Poison Lore, Withering
8 <sup>th</sup>	High Priest	Call Undead, Curse, Divination, Talisman
9 <sup>th</sup>	Arch Priest	Destruction, Insanity, Quest, Spirit Travel
10 <sup>th</sup>	Arch Priest	Critical, Gateway, Phase, Plane Shift



### Dark Priest Attack Skill Table

Beginner	Novice	Intermediate	Advanced	Expert	Master
1 <sup>st</sup>	3 <sup>rd</sup>	5 <sup>th</sup>	7 <sup>th</sup>	10 <sup>th</sup>	*



## Druid (Priest subclass)

Druids worship the forces and deities of nature. The power they invoke is drawn from the earth, the air, the water, and all living things within them. Druids are caretakers of the natural order, and seek to maintain a balance within the natural world and within themselves. As the Druid grows in power, he begins to manipulate the power of magic as well as the divine forces of nature. The Celts were led in worship by the druids; from these individuals the name is drawn.

**Attribute Requirements:** Piety 15, Knowledge 14, Will Force 14.

**Special Modifiers:** +30% to core skills, +10% to divine magical skills, +5% to magical skills.

**Alignment:** Any neutral.

**Social Skills:** Up to two from the following: Animal Husbandry, Animal Training, Brewing, Chirurgeon, Cooking, Falconry, Foraging/Forestry, Physiology, Riding, Running, Story Telling, Survival, Swimming.

**Core Skills:** Area Sense, Divine Knowledge (w), Herb Lore, Speak to Animal, Tame Animal.

**Armor Useable:** Any leather or hide. Any half shirt. Long shirt or full shirt of ringmail. Any bracer, half helm or composite helm. Wooden shield.

**Weapons Useable:** Bola, bow, club, dagger, knife, quarterstaff, rod, saber, scimitar, sling, spear, spear sword, stake, stake staff, trident.

**Goal Advancement:** 18 skill points. +1 Piety 5%, +1 Will Force 5%.

**Title Advancement:** +1% Commune chance per Title. At 1st Title and beyond, Piety Control raises 2 each Title (see Divine Knowledge).

At 7th Title and beyond, Aura Control raises 2 each Title (see Scroll Knowledge).

**Druid Class Advancement Table**

Title	Title Name	Class Skills
1 <sup>st</sup>	Acolyte	Divine Knowledge (w), Herb Lore, Speak to Animal, Tame Animal, Weapon Knowledge
2 <sup>nd</sup>	Initiate	Area Sense, Cover Tracks, Detect Magic, Listen, Shield Parry
3 <sup>rd</sup>	Pathfinder	Animal Lore, Direction Knowledge, Healing, Speak to Plant, Track
4 <sup>th</sup>	Ovate	Evoke, Haunted Grove, Life Sense, Mimic, Sacred Grove
5 <sup>th</sup>	Forester	Blend, Detect Aura, Ritual Lore, Summon Animal, Totem Call
6 <sup>th</sup>	Cultivator	Animal Projection, Control Growth, Cure Poison, Sing
7 <sup>th</sup>	Druid	Cure Disease, Meditate, Scroll Knowledge, Song Lore
8 <sup>th</sup>	High Druid	Animal Shape, Bestiary Lore, Nature Lore, Summon Supernatural
9 <sup>th</sup>	Forestall	Absorb Aura, Regeneration, Weather Lore, Wood Lore
10 <sup>th</sup>	Forestall	Awaken Plant, Planar Lore, Plant Shape, Reincarnation

## Druid Attack Skill Table

Beginner	Novice	Intermediate	Advanced	Expert	Master
1 <sup>st</sup>	3 <sup>rd</sup>	5 <sup>th</sup>	9 <sup>th</sup>	*	*



# classes

## Monk (Priest subclass)

Monks seek enlightenment and understanding. They live either in a small community of like-minded individuals, or they follow their calling alone and walk among the races seeking knowledge, understanding their place in life. They are trained to fight both with and without weapons. Early in the career of a Monk he will gain a greater connection with his deity and be able to call upon divine power. Monks are historically revered in many cultures for their wisdom and their protection of the meek.

**Attribute Requirements:** Agility 14, Wisdom 13, Will Force 13.

**Special Modifiers:** +30% to core skills, +10% to divine magical skills, +5% to combat skills, +5% to disciplined skills.

**Alignment:** Any.

**Social Skills:** Up to three from the following: Baking/Cooking, Barbering, Candle/Oil Making, Instruction, Juggling, Leeching, Painting, Philosophy, Riding, Scribing, Sewing, Skinning/Tanning, Theology, Writing.

**Core Skills:** Divine Knowledge, Dodge, Feint, Martial Knowledge, Meditate.

**Armor Useable:** Any leather or hide. Any half shirt. Any long shirt or full shirt of ringmail. Any brace, half helm or composite helm.

**Weapons Useable:** Bola, bow, cat's claws, club, dagger, knife, nunchaku, quarterstaff, rod, sai, scimitar, sling, spear, spear sword, stake staff, stars, tiger's claws, tri-staff.

**Goal Advancement:** 21 skill points. +1 Piety 5%, +1 Wisdom 5%.

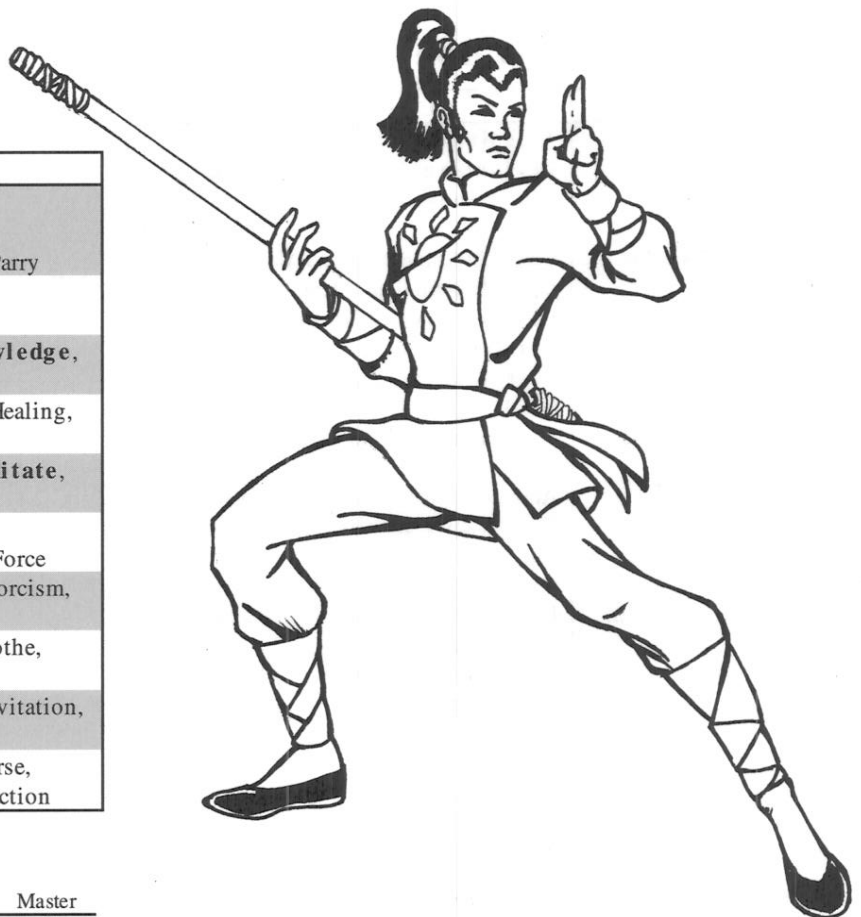
**Title Advancement:** At 3rd Title and beyond, Piety Control raises 2 each Title (see Divine Knowledge).

Monk Class Advancement Table

Title	Title Name	Class Skills
1 <sup>st</sup>	Acolyte	Area Sense, Body Parry, <b>Martial Knowledge</b> , Weapon Knowledge, Weapon Parry
2 <sup>nd</sup>	Initiate	<b>Dodge</b> , Herb Lore, Listen, Move Unheard, Move Unseen
3 <sup>rd</sup>	Brother	Climb, <b>Feint</b> , <b>Divine Knowledge</b> , Stun, Truth Tell
4 <sup>th</sup>	Friar	Balance, Brace, False Attack, Healing, Trip
5 <sup>th</sup>	Adept	Break Fall, Disarm, Leap, <b>Meditate</b> , Sweep
6 <sup>th</sup>	Disciple	Acrobatics, Body Control, Detect Curse, Focused Attack, Force
7 <sup>th</sup>	Monk	Critical, Detect Alignment, Exorcism, Martial Lore, Slow Fall
8 <sup>th</sup>	Prophet	Decipher, Disable, Escape, Soothe, Telekinesis
9 <sup>th</sup>	Master	Divination, Language Lore, Levitation, Sense Projection, Spirit Travel
10 <sup>th</sup>	Master	Curse, Plane Shift, Remove Curse, Surprise Attack, Thought Projection

Monk Attack Skill Table

Beginner	Novice	Intermediate	Advanced	Expert	Master
-	1 <sup>st</sup>	3 <sup>rd</sup>	6 <sup>th</sup>	9 <sup>th</sup>	*



## Seer (Priest subclass)

Those born with the rare gift of prescience are trained as Seers. Seers learn to harness the magical ability to see shadows of the future, and their power grows with experience. These prophets soon learn to call upon the divine powers to aid them and those they choose. The shadow of the future the Seer sees is but one of many possible outcomes, usually the most likely one. Nostradamus was a well-known Seer.

**Attribute Requirements:** Aura 15, Wisdom 14, Will Force 14.

**Special Modifiers:** +30% to core skills, +10% to divine magical skills, +5% to magical skills.

**Alignment:** Any neutral.

**Social Skills:** Up to three from the following: Leeching, Metaphysics, Painting, Philosophy, Recite Poetry, Scribing, Story Telling, Theology, Writing.

**Core Skills:** Area Sense, Divination, Divine Knowledge, Foresee, Foretell.

**Armor Useable:** Any leather or hide, half helm or composite helm. No headgear but leather.

**Weapons Useable:** Club, dagger, knife, quarterstaff, rod, sling.

**Goal Advancement:** 21 skill points. +1 Aura 5%, +1 Will Force 5%.

**Title Advancement:** At 4th Title and beyond, Piety Control raises 2 each Title (see Divine Knowledge). At 7th Title and beyond, Aura Control raises 2 each Title (see Scroll Knowledge).

### Seer Class Advancement Table

Title	Title Name	Class Skills
1 <sup>st</sup>	Student	Area Sense, Detect Aura, Divination, Weapon Knowledge
2 <sup>nd</sup>	Initiate	Danger Knowledge, Herb Lore, Identify, Truth Tell
3 <sup>rd</sup>	Counselor	Detect Alignment, Detect Magic, Detect Supernatural, Meditate
4 <sup>th</sup>	Adviser	Decipher, Divine Knowledge, Foretell, Read Past
5 <sup>th</sup>	Medium	Foresee, Item Tell, Life Sense, Speak to Dead
6 <sup>th</sup>	Soothsayer	Levitation, Mind Dance, Scrying, Soothe
7 <sup>th</sup>	Seer	Animal Projection, Body Control, Cure Insanity, Scroll Knowledge
8 <sup>th</sup>	Prophesier	Absorb Aura, Empathy, Sense Projection, Thought Projection
9 <sup>th</sup>	Master Seer	Insanity, Legend Lore, Possession, Spirit Travel
10 <sup>th</sup>	Master Seer	Phase, Planar Lore, Plane Shift, Shift Time



### Seer Attack Skill Table

Beginner	Novice	Intermediate	Advanced	Expert	Master
1 <sup>st</sup>	5 <sup>th</sup>	10 <sup>th</sup>	*	*	*

# classes

## Shaman (Priest subclass)

Those born in the wild places seek divinity in their own ways. The Shaman is the tribal priest or the lone wanderer who wields divine magic. The Shaman commands the powers of the spirit world and the animal world. He is often a tribe's sole access to the spirit world and the deities that guide and watch over the tribe. The Shaman is chosen by an aging Shaman and taught the old ways passed down through the oral tradition of his people. He chooses a totem spirit that will be his animal guardian and guide; soon learns to take on the form of this totem, becoming a fearsome opponent.

**Attribute Requirements:** Knowledge 15, Piety 14, Will Force 14.

**Special Modifiers:** +30% to core skills, +10% divine magical skills, +5% to magical skills.

**Alignment:** Any neutral.

**Social Skills:** Up to two from the following: Animal Training, Baking/Cooking, Chirurgeon, Dancing, Foraging/Forestry, Hunting/Trapping, Leeching, Physiology, Riding, Running, Skinning/Tanning, Swimming, Taxidermy.

**Core Skills:** Animal Projection, Divine Knowledge, Evoke, Herb Lore, Ritual Lore.

**Armor Useable:** Any leather or hide. Any helm, half-shirt or bracer.

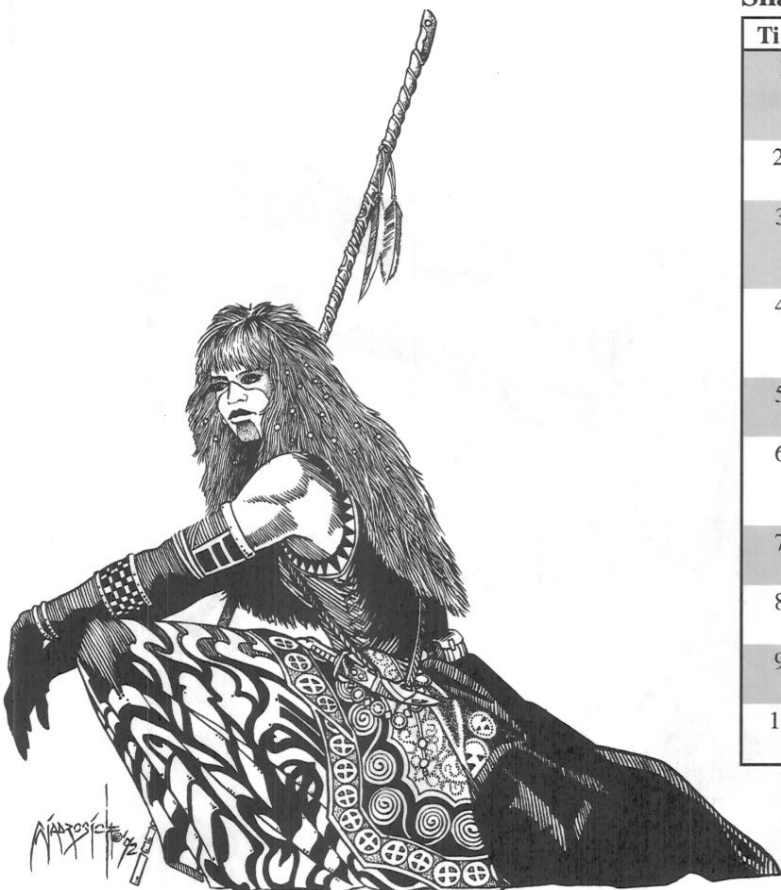
**Weapons Useable:** Any (deity permitting).

**Goal Advancement:** 17 skill points. +1 Piety 5%, +1 Will Force 5%.

**Title Advancement:** At 3rd and higher Titles, a +2 Piety Control.

Shaman Class Advancement Table

Title	Title Name	Class Skills
1 <sup>st</sup>	Initiate	Detect Aura, Direction Knowledge, <b>Herb Lore</b> , Speak to Animal, Weapon Knowledge
2 <sup>nd</sup>	Charmer	Cover Tracks, <b>Evoke</b> , Listen, Tame Animal, Track
3 <sup>rd</sup>	Witch Doctor	Bless, Detect Curse, <b>Divine Knowledge</b> , Mimic, Truth Tell
4 <sup>th</sup>	Mystic	<b>Animal Projection</b> , Detect Supernatural, Remove Fear, Speak to Plant, Turn Undead
5 <sup>th</sup>	Healer	Area Sense, Blend, Healing, Smell, Speak to Dead
6 <sup>th</sup>	Voodoo Priest	Animal Shape, Read Past, <b>Ritual Lore</b> , Spirit Dance, Summon Animal
7 <sup>th</sup>	Shaman	Animal Lore, Cure Poison, Curse, Sympathy Magic, Totem Call
8 <sup>th</sup>	Walker	Empathy Magic, Fear, Foretell, Meditate, Withering
9 <sup>th</sup>	Spirit Walker	Control Undead, Mind Dance, Poison Lore, Spirit Travel, Wood Lore
10 <sup>th</sup>	Spirit Walker	Call Undead, Danger Knowledge, Omen, Remove Curse, Talisman



Shaman Attack Skill Table

Beginner	Novice	Intermediate	Advanced	Expert	Master
1 <sup>st</sup>	3 <sup>rd</sup>	5 <sup>th</sup>	7 <sup>th</sup>	10 <sup>th</sup>	*



# classes

## Mage (Primary class)

Manipulating the mysterious forces of Aura and magic is the everyday accomplishment of the Mage. The Mage uses her mind and innate magical talent to shape Aura into effects called spells. Aura is a fickle and chaotic force, and the Mage who is not careful may find his spells failing and creating wild effects. These spells must be first studied and are not easily learned. The Mage is wholly dependent on the ability to find spells, searching far and wide to discover the notes and writings necessary to learn new spells. Several Mages of fiction and legend are Circe, Louhi, Merlin, Manannan Mac Lir and Volga Vseslavich.

**Attribute Requirements:** Aura 15, Intelligence 14, Will Force 14.

**Special Modifiers:** +30% to core skills, +10% to magical skills, +5% Fortune.

**Alignment:** Any.

**Social Skills:** Up to two from the following: Leeching, Librarian, Metaphysics, Painting, Recite Poetry, Scribing, Story Telling, Writing.

**Core Skills:** Absorb Aura, Detect Aura, Detect Magic, Identify, Scroll Knowledge.

**Armor Useable:** Any leather or hide. Half helm or composite helm. No headgear but leather.

**Weapons Useable:** Club, dagger, knife, quarterstaff, rod, sling; may choose any one sword.

**Goal Advancement:** 17 skill points. +1 Intelligence 5%, +1 Aura 5%.

**Title Advancement:** At 1st Title and beyond, Aura Control raises 2 each Title (see Scroll Knowledge).

**Mage Class Advancement Table**

Title	Title Name	Class Skills
1 <sup>st</sup>	Thaumaturgist	Detect Magic, Herb Lore, Scroll Knowledge, Weapon Knowledge
2 <sup>nd</sup>	Magician	Cartography, Decipher, Detect Aura
3 <sup>rd</sup>	Conjurer	Area Sense, Detect Supernatural, Identify
4 <sup>th</sup>	Adept	Absorb Aura, Levitation, Sleight of Hand
5 <sup>th</sup>	Abjurer	Artifact Lore, Scrying, Telekinesis
6 <sup>th</sup>	Enchanter	Planar Lore, Potion Lore, Rune Lore
7 <sup>th</sup>	Mage	Cryokinesis, Empower, Spell Lore
8 <sup>th</sup>	Sorcerer	Elixir, Pyrokinesis, Sense Projection
9 <sup>th</sup>	Wizard	Electrokinesis, Spirit Travel, Thought Projection
10 <sup>th</sup>	Wizard	Gate, Plane Walk, Phase



**Mage Attack Skill Table**

Beginner	Novice	Intermediate	Advanced	Expert	Master
1 <sup>st</sup>	5 <sup>th</sup>	9 <sup>th</sup>	*	*	*

# classes

## Alchemist (Mage subclass)

Alchemists use their insights and talents to create magical concoctions and recipes. From the strangest potion to the mightiest poison, the alchemist seeks to be a master of all substance. They find ingredients which may be natural, unnatural or supernatural. The Alchemist searches far and wide for writings that will lead him to secret and often dangerous recipes. The most elusive power that an Alchemist seeks is transmutation, the ability to change one substance to another, such as the legendary ability to change lead to gold. Legend has it that among other endeavors, Roger Bacon pursued alchemy.

**Attribute Requirements:** Aura 15, Knowledge 14, Will Force 14.

**Special Modifiers:** +30% to core skills, +10% to magical skills, +5% to informational skills.

**Alignment:** Any.

**Social Skills:** Up to three from the following: Armoring, Baking/Cooking, Brewing, Candle/Oil Making, Chemistry, Collecting, Glass Blowing, Instruction, Leeching, Mathematics, Metallurgy, Metaphysics, Physiology, Pottery Making, Scribing, Skinning/Tanning, Smithy, Store Keeping, Theology, Tool Making, Writing.

**Core Skills:** Elixir, Empower, Herb Lore, Poison Lore, Potion Lore.

**Armor Useable:** Any leather or hide. Half helm or composite helm. No headgear but leather. Any half shirt. Any arm or leg bracers.

**Weapons Useable:** Club, crossbow, dagger, hand hammer, knife, long sword, quarterstaff, rapier, rod, scimitar, short sword, sling.

**Goal Advancement:** 18 skill points. +1 Knowledge 5%, +1 Aura 5%.

**Title Advancement:** At 5th Title and beyond, Aura Control raises 2 each Title (see Scroll Knowledge).

At 8th Title and beyond, Piety Control raises 2 each Title (see Divine Knowledge).

### Alchemist Class Advancement Table

Title	Title Name	Class Skills
1 <sup>st</sup>	Novice	Animal Lore, Detect Magic, <b>Herb Lore</b> , Weapon Knowledge
2 <sup>nd</sup>	Cataloger	Cartography, Decipher, Legend Lore, Sleight of Hand
3 <sup>rd</sup>	Herbalist	Artifact Lore, Bestiary Lore, <b>Elixir</b> , <b>Poison Lore</b>
4 <sup>th</sup>	Botanist	Area Sense, Identify, Item Tell, <b>Potion Lore</b>
5 <sup>th</sup>	Brewer	Candle Lore, Detect Aura, Scroll Knowledge, Wood Lore
6 <sup>th</sup>	Chemist	Cryokinesis, <b>Empower</b> , Meditate, Stone Lore
7 <sup>th</sup>	Alchemist	Absorb Aura, Metal Lore, Pyrokinesis, Ruins Lore
8 <sup>th</sup>	Transmuter	Divine Knowledge, Ritual Lore, Spell Lore, Transmutation
9 <sup>th</sup>	Master Alchemist	Body Control, Electrokinetics, Rune Lore, Scrying
10 <sup>th</sup>	Master Alchemist	Phase, Plane Walk, Sense Projection, Thought Projection



### Alchemist Attack Skill Table

Beginner	Novice	Intermediate	Advanced	Expert	Master
1 <sup>st</sup>	4 <sup>th</sup>	7 <sup>th</sup>	10 <sup>th</sup>	*	*

## Mentalist (Mage subclass)

The Mentalist is the master of the mind. The Mentalist uses his mind to directly manipulate forces around him, and where necessary, employs focused mental magic. Many other classes learn some of these mental tricks later in their careers, but few are as adept as the Mentalist at any of them. The special talents required to become a Mentalist are similar to the rare gift of the foresight required to become a Seer. Late in the Mentalist's career he develops the gifts of future sight, and some skills shared only by the Seer class. The Mentalist is usually feared by the society from which they come, and they are often forced to practice in secret. As such, they tend to be reclusive.

**Attribute Requirements:** Will Force 15, Aura 14, Intelligence 14.

**Special Modifiers:** +30% to core skills, +10% to magical skills, +5% to divine magical skills.

**Alignment:** Any.

**Social Skills:** Up to two from the following: Leeching, Librarian, Metaphysics, Painting, Recite Poetry, Scribing, Story Telling, Writing.

**Core Skills:** Animal Projection, Body Control, Mind Dance, Sense Projection, Thought Projection.

**Armor Useable:** Any leather or hide, no helm.

**Weapons Useable:** Club, dagger, knife, quarterstaff, rod, sling; may choose any one sword.

**Goal Advancement:** 15 skill points. +1 Will Force 5%, +1 Aura 5%.

**Title Advancement:** At 6th Title and beyond, Aura Control raises 2 each Title (see Scroll Knowledge).

### Mentalist Class Advancement Table

Title	Title Name	Class Skills
1 <sup>st</sup>	Novice	Area Sense, Detect Aura, <b>Mind Dance</b> , Weapon Knowledge
2 <sup>nd</sup>	Scanner	<b>Animal Projection</b> , Meditate, <b>Sense Projection</b>
3 <sup>rd</sup>	Telepath	Scrying, Telekinesis, <b>Thought Projection</b>
4 <sup>th</sup>	Adept	<b>Body Control</b> , Cryokinesis, Levitation
5 <sup>th</sup>	Psychic	Pyrokinesis, Read Past, Spirit Travel
6 <sup>th</sup>	Psymage	Electrokinesis, Item Tell, Scroll Knowledge
7 <sup>th</sup>	Mentalist	Absorb Aura, Foretell, Mind Link
8 <sup>th</sup>	Cerebral	Foresee, Identify, Life Sense
9 <sup>th</sup>	Psymaster	Empathy, Empower, Phase
10 <sup>th</sup>	Psymaster	Awe, Massmind, Sympathy

### Mentalist Attack Skill Table

Beginner	Novice	Intermediate	Advanced	Expert	Master
1 <sup>st</sup>	5 <sup>th</sup>	10 <sup>th</sup>	*	*	*



## Sage (Mage subclass)

The Sage is a purist who seeks knowledge for its own sake. His expert consultation can mean knowing the weakness of an offending beast or creature, or simply knowing the antidote to a fatal poison. The Sage is a ferret for bits of information, and finding lost nuggets of knowledge that may seem trivial to others is his daily course. At first glance the Sage comes off as sedentary for the ways of adventuring; however, his usefulness becomes apparent in situations where information is the key to success or failure. Thus the Sage will often venture out with others to gain the new arcana. The Sage can employ some weapons but prefers words to overcome conflict. Later his knowledge leads him to the use of magics.

**Attribute Requirements:** Knowledge 15, Aura 14, Will Force 14.

**Special Modifiers:** +30% to core skills, +10% to magical skills, +5% to informational skills.

**Alignment:** Any.

**Social Skills:** Up to four of any Player's Guide social skills.

**Core Skills:** Cartography, Decipher, Identify, Language Lore, Legend Lore.

**Armor Useable:** Any leather or hide. Half helm or composite helm. No headgear but leather.

**Weapons Useable:** Club, dagger, knife, quarterstaff, rapier, rod, sling.

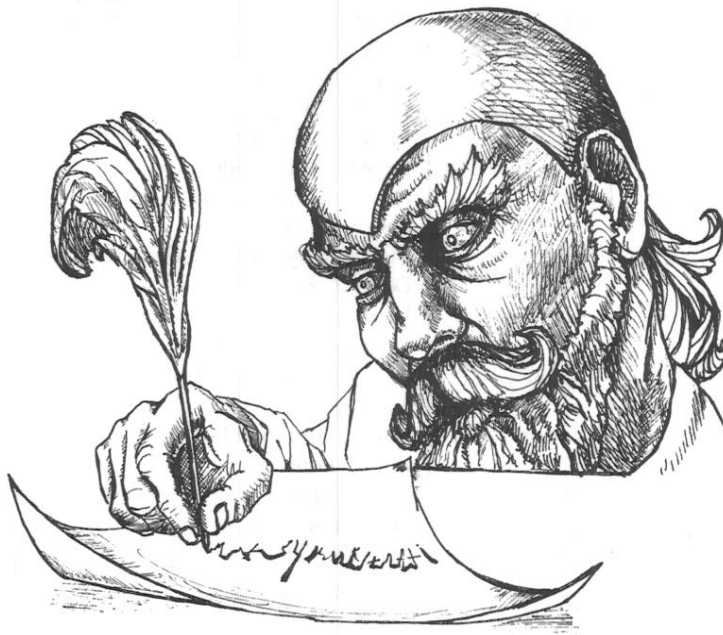
**Goal Advancement:** 20 skill points. +1 Knowledge 5%, +1 Aura 5%.

**Title Advancement:** At 4th Title and beyond, Aura Control raises 2 each Title (see Scroll Knowledge).

At 7th Title and beyond, Piety Control raises 2 each Title (see Divine Knowledge).

### Sage Class Advancement Table

Title	Title Name	Class Skills
1 <sup>st</sup>	Initiate	<b>Cartography, Decipher, Herb Lore, Legend Lore, Weapon Knowledge</b>
2 <sup>nd</sup>	Cataloger	Animal Lore, Detect Aura, Detect Magic, Direction Knowledge, <b>Identify</b>
3 <sup>rd</sup>	Bookkeeper	Area Sense, Bestiary Lore, <b>Language Lore, Law, Ruins Lore</b>
4 <sup>th</sup>	Consultant	Detect Alignment, Forgery, Predict, Scroll Knowledge, Undead Lore
5 <sup>th</sup>	Advisor	Artifact Lore, Detect Evil, Detect Good, Meditate, Truth Tell
6 <sup>th</sup>	Oracle	Absorb Aura, Detect Curse, Levitation, Planar Lore, Rune Lore
7 <sup>th</sup>	Sage	Divine Knowledge, Item Tell, Poison Lore, Ritual Lore, Scrying
8 <sup>th</sup>	Wise One	Convince, Detect Supernatural, Poem Lore, Potion Lore, Spell Lore
9 <sup>th</sup>	Master Sage	Elixir, Metal Lore, Mind Dance, Stone Lore, Wood Lore
10 <sup>th</sup>	Master Sage	Aura of Protection, Empower, Gate, Phase, Plane Walk



### Sage Attack Skill Table

Beginner	Novice	Intermediate	Advanced	Expert	Master
1 <sup>st</sup>	5 <sup>th</sup>	10 <sup>th</sup>	*	*	*



## Trickster (Mage subclass)

Most Mages begin their training under the tutelage of a master. The Trickster begins life in the streets and uses her talent for magic to increase survival and profit. She is usually taught magic only after learning other necessary skills for survival, and can use sleight of hand and quickness of foot when her magic fails. Tricksters acquire spellcasting ability early enough in their careers to be excellent spellcasters, yet their rogue like tendencies cause them to have difficulty fitting into a structured Mage organization.

**Attribute Requirements:** Intelligence 15, Knowledge 14, Agility 12.

**Special Modifiers:** +30% to core skills, +10% to magical skills, +5% to stealth/intrusive skills.

**Alignment:** Any neutral.

**Social Skills:** Up to three from the following: Acting, Bartering/Haggling, Begging, Clowning/Jesting, Crying/Hawking, Drudgery, Fortune Telling, Juggling, Story Telling, Tumbling.

**Core Skills:** Detect Magic, Move Unheard, Open Locks, Scroll Knowledge, Sleight of Hand.

**Armor Useable:** Any leather or hide. Any half shirt. A long or full shirt of ringmail. Any leg or arm bracer. Half helm or composite helm.

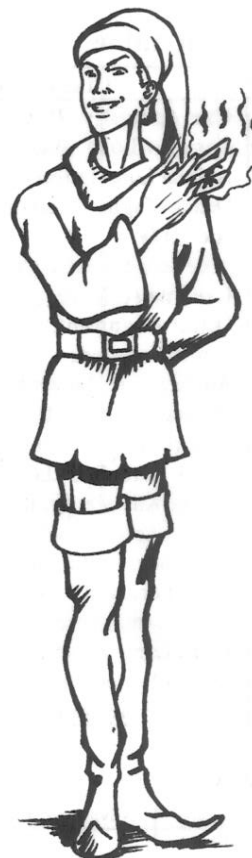
**Weapons Useable:** Club, crossbow, dagger, knife, long sword, quarterstaff, rapier, rod, scimitar, short sword, sling.

**Goal Advancement:** 19 skill points. +1 Agility 5%, +1 Intelligence 5%.

**Title Advancement:** At 3rd Title and beyond, Aura Control raises 2 each Title (see Scroll Knowledge).

### Trickster Class Advancement Table

Title	Title Name	Class Skills
1 <sup>st</sup>	Juggler	Climb, Listen, <b>Sleight of Hand</b> , Weapon Knowledge
2 <sup>nd</sup>	Actor	Cheat, Disguise, Lie, Steal
3 <sup>rd</sup>	Mystic	<b>Detect Magic</b> , Detect Trap (u), <b>Move Unheard</b> , <b>Scroll Knowledge</b>
4 <sup>th</sup>	Adept	Herb Lore, Mimic, Move Unseen, <b>Open Locks</b>
5 <sup>th</sup>	Prankster	Cartography, Cover Tracks, Decipher, Detect Aura
6 <sup>th</sup>	Prestidigitator	Identify, Jewelry Knowledge, Remove Trap (u), Trip
7 <sup>th</sup>	Trickster	Absorb Aura, Area Sense, Scrying, Set Trap (u)
8 <sup>th</sup>	Deceiver	Dodge, Forgery, Meditate, Poison Lore
9 <sup>th</sup>	Master Trickster	Charming, Feint, Sense Projection, Surprise Attack
10 <sup>th</sup>	Master Trickster	Empower, Phase, Spell Lore, Thought Projection



### Trickster Attack Skill Table

Beginner	Novice	Intermediate	Advanced	Expert	Master
1 <sup>st</sup>	3 <sup>rd</sup>	6 <sup>th</sup>	10 <sup>th</sup>	*	*

## White Witch (Mage subclass)

The Witch gathers his powers from magic, both divine and otherwise. He uses the common magic of herbs as well as more powerful forms such as ritual magics and spellcasting. Later, the Witch ties his service more closely to the supernatural and gains divine power as well. White Witches prefer to use their power to help and for good. While a Witch is usually not directly as powerful as a Mage or Priest, he knows tricks the Mage or Priest never learns.

**Attribute Requirements:** Aura 15, Piety 14, Will Force 14.

**Special Modifiers:** +30% to core skills, +10% to magical skills, +5% to divine magical skills. For each additional Witch of the same type (white), temporarily add +5% to a class skill if another practitioner assists. This does not require a successful skill roll on the part of the aiding Witches. No fewer than three and no more than twelve Witches can aid a practitioner. Every three aiding Witches add +1 to the practitioner's effective Title.

**Alignment:** Any good.

**Social Skills:** Up to four from the following: Animal Husbandry, Baking/Cooking, Barbering, Bartering/Haggling, Brewing, Candle/Oil Making, Chirurgeon, Courtesan, Dancing, Fishing, Fortune Telling, Instrument Playing, Recite Poetry, Rope Making, Sing Songs, Skinning/Tanning, Store Keeping, Story Telling.

**Core Skills:** Candle Lore, Herb Lore, Ritual Lore, Scroll Knowledge, Wood Lore.

**Armor Useable:** Any leather or hide. Any half helm. No headgear but leather.

**Weapons Useable:** Club, dagger, knife, quarterstaff, rod, scimitar, short sword, sling.

**Goal Advancement:** 18 skill points. +1 Piety 5%, +1 Will Force 5%.

**Title Advancement:** At 4th Title and beyond, Aura Control raises 2 each Title (see Scroll Knowledge).

At 5th Title and beyond, Piety Control raises 2 each Title (see Divine Knowledge).

### White Witch Class Advancement Table

Title	Title Name	Class Skills
1 <sup>st</sup>	Initiate	Area Sense, <b>Herb Lore</b> , Speak to Animal, Tame Animal, Weapon Knowledge
2 <sup>nd</sup>	Novice	Animal Projection, <b>Candle Lore</b> , Detect Evil, Detect Magic, Light
3 <sup>rd</sup>	Healer	Detect Curse, Healing, Recite, <b>Ritual Lore</b> , Truth Tell
4 <sup>th</sup>	Mystic	Bless, Evoke, Read Past, Remove Fear, <b>Scroll Knowledge</b>
5 <sup>th</sup>	Conjurer	Divine Knowledge, Empathy Magic, Meditate, Remove Curse, Sacred Grove,
6 <sup>th</sup>	Adept	Animal Shape, Poem Lore, Poison Lore, Omen, <b>Wood Lore</b>
7 <sup>th</sup>	White Witch	Detect Aura, Foretell, Srying, Summon Supernatural, Talisman
8 <sup>th</sup>	Seer	Absorb Aura, Potion Lore, Sense Projection, Spirit Travel, Turn Undead
9 <sup>th</sup>	High Witch	Empathy, Empower, Exorcism, Mind Dance, Plane Walk
10 <sup>th</sup>	High Witch	Banish, Elixir, Gate, Thought Projection, Weather Lore



### White Witch Attack Skill Table

Beginner	Novice	Intermediate	Advanced	Expert	Master
1 <sup>st</sup>	4 <sup>th</sup>	8 <sup>th</sup>	*	*	*

## Gray Witch (Mage subclass)

Witches gather their powers from magic, divine or otherwise. This openness grants a greater range of magical skills. The Gray Witch is a neutral being who uses her power to deal in the supernatural. Thus the Gray Witch is often a mis-trusted individual and blamed for all manner of ailment. Generally the schemes of the Gray Witch are tied into the ideals of balance, but none are certain why they act as they do. A Witch is not as adept as a Mage in magic or a Priest in the divine, but will learn abilities neither can.

**Attribute Requirements:** Aura 15, Piety 14, Will Force 14.

**Special Modifiers:** +30% to core skills, +10% to magical skills, +5% to divine magical skills. For each additional Witch of the same type (gray), temporarily add +5% to a class skill if another practitioner assists. This does not require a successful skill roll on the part of the aiding Witches. No fewer than three and no more than twelve Witches can aid a practitioner. Every three aiding Witches add +1 to the practitioner's effective Title.

**Alignment:** Any neutral.

**Social Skills:** Up to four from the following: Animal Husbandry, Baking/Cooking, Barbering, Bartering/Haggling, Brewing, Candle/Oil Making, Chirurgeon, Courtesan, Dancing, Fishing, Fortune Telling, Rope Making, Skinning/Tanning, Store Keeping, Story Telling.

**Core Skills:** Candle Lore, Herb Lore, Ritual Lore, Scroll Knowledge, Stone Lore.

**Armor Useable:** Any leather or hide. Any half helm. No headgear but leather.

**Weapons Useable:** Club, dagger, knife, quarterstaff, rod, scimitar, short sword, sling.

### Gray Witch Class Advancement Table

Title	Title Name	Class Skills
1 <sup>st</sup>	Initiate	Area Sense, <b>Herb Lore</b> , Speak to Animal, Tame Animal, Weapon Knowledge
2 <sup>nd</sup>	Novice	Animal Projection, <b>Candle Lore</b> , Detect Magic, Levitation, Omen
3 <sup>rd</sup>	Diviner	Detect Alignment, Detect Curse, Identify, Read Past, <b>Stone Lore</b>
4 <sup>th</sup>	Mystic	Animal Lore, Evoke, Meditate, Predict, <b>Scroll Knowledge</b>
5 <sup>th</sup>	Conjurer	Darkness, Divine Knowledge, Empathy Magic, Light, <b>Ritual Lore</b>
6 <sup>th</sup>	Adept	Detect Aura, Detect Supernatural, Poison Lore, Remove Curse, Speak to Dead
7 <sup>th</sup>	Gray Witch	Foresee, Scrying, Sense Projection, Spirit Travel, Summon Animal
8 <sup>th</sup>	Seer	Absorb Aura, Animal Shape, Curse, Potion Lore, Summon Supernatural
9 <sup>th</sup>	High Witch	Charming, Cryokinesis, Empathy, Empower, Rune Lore
10 <sup>th</sup>	High Witch	Gate, Phase, Plane Walk, Thought Projection, Weather Lore



**Goal Advancement:** 18 skill points. +1 Aura 5%, +1 Will Force 5%.

**Title Advancement:** At 4th Title and beyond, Aura Control raises 2 each Title (see Scroll Knowledge).  
At 5th Title and beyond, Piety Control raises 2 each Title (see Divine Knowledge).

### Gray Witch Attack Skill Table

Beginner	Novice	Intermediate	Advanced	Expert	Master
1 <sup>st</sup>	4 <sup>th</sup>	8 <sup>th</sup>	*	*	*

# classes

## Black Witch (Mage subclass)

The Witch gathers his powers from the magic of his Aura as well the forces of the divine. He uses the simple magic of herbs as well as more powerful spellcasting. The Black Witch deals in the world of the dead and supernatural, and later in the realm of the undead. The purposes of a Black Witch are always twisted and evil, and it is they who are often the cause for the reputation of all Witches. A Witch is not as adept as an equal titled Mage or Priest in direct power, but has cruel tricks not accessible to the Priest or Mage.

**Attribute Requirements:** Will Force 15, Piety 14, Aura 14.

**Special Modifiers:** +30% to core skills, +10% to magical skills, +5% to divine magical skills. For each additional Witch of the same type (black), temporarily add +5% to a class skill if another practitioner assists. This does not require a successful skill roll on the part of the aiding Witches. No fewer than three and no more than twelve Witches can aid a practitioner. Every three aiding Witches add +1 to the practitioner's effective Title.

**Alignment:** Any evil.

**Social Skills:** Up to four from the following: Animal Husbandry, Baking/Cooking, Barbering, Bartering/Haggling, Brewing, Candle/Oil Making, Chirurgeon, Courtesan, Dancing, Fishing, Fortune Telling, Rope Making, Skinning/Tanning, Store Keeping, Story Telling.

**Core Skills:** Candle Lore, Curse, Herb Lore, Ritual Lore, Scroll Knowledge.

**Armor Useable:** Any leather or hide. Any half helm. No headgear but leather.

**Weapons Useable:** Club, dagger, knife, quarterstaff, rod, scimitar, short sword, sling.

### Black Witch Class Advancement Table

Title	Title Name	Class Skills
1 <sup>st</sup>	Initiate	Detect Magic, <b>Herb Lore</b> , Lie, Move Unheard, Weapon Knowledge
2 <sup>nd</sup>	Novice	Animal Projection, <b>Candle Lore</b> , Darkness, Detect Good, Move Unseen
3 <sup>rd</sup>	Witherer	Detect Curse, Detect Supernatural, <b>Ritual Lore</b> , <b>Scroll Knowledge</b> , Wounding
4 <sup>th</sup>	Mystic	Blasphemy, Detect Aura, Evoke, Fear, Speak to Dead
5 <sup>th</sup>	Conjurer	Haunted Grove, Meditate, Omen, Poison Lore, Sympathy Magic
6 <sup>th</sup>	Adept	<b>Curse</b> , Divine Knowledge, Foresee, Metal Lore, Potion Lore
7 <sup>th</sup>	Black Witch	Call Undead, Scrying, Sense Projection, Summon Supernatural, Talisman
8 <sup>th</sup>	Necromancer	Absorb Aura, Cryokinesis, Mind Dance, Spirit Travel, Sympathy
9 <sup>th</sup>	High Witch	Charming, Empower, Possession, Pyrokinesis, Rune Lore
10 <sup>th</sup>	High Witch	Phase, Spirit Dance, Thought Projection, Plane Walk, Withering

**Goal Advancement:** 18 skill points. +1 Piety 5%, +1 Will Force 5%.

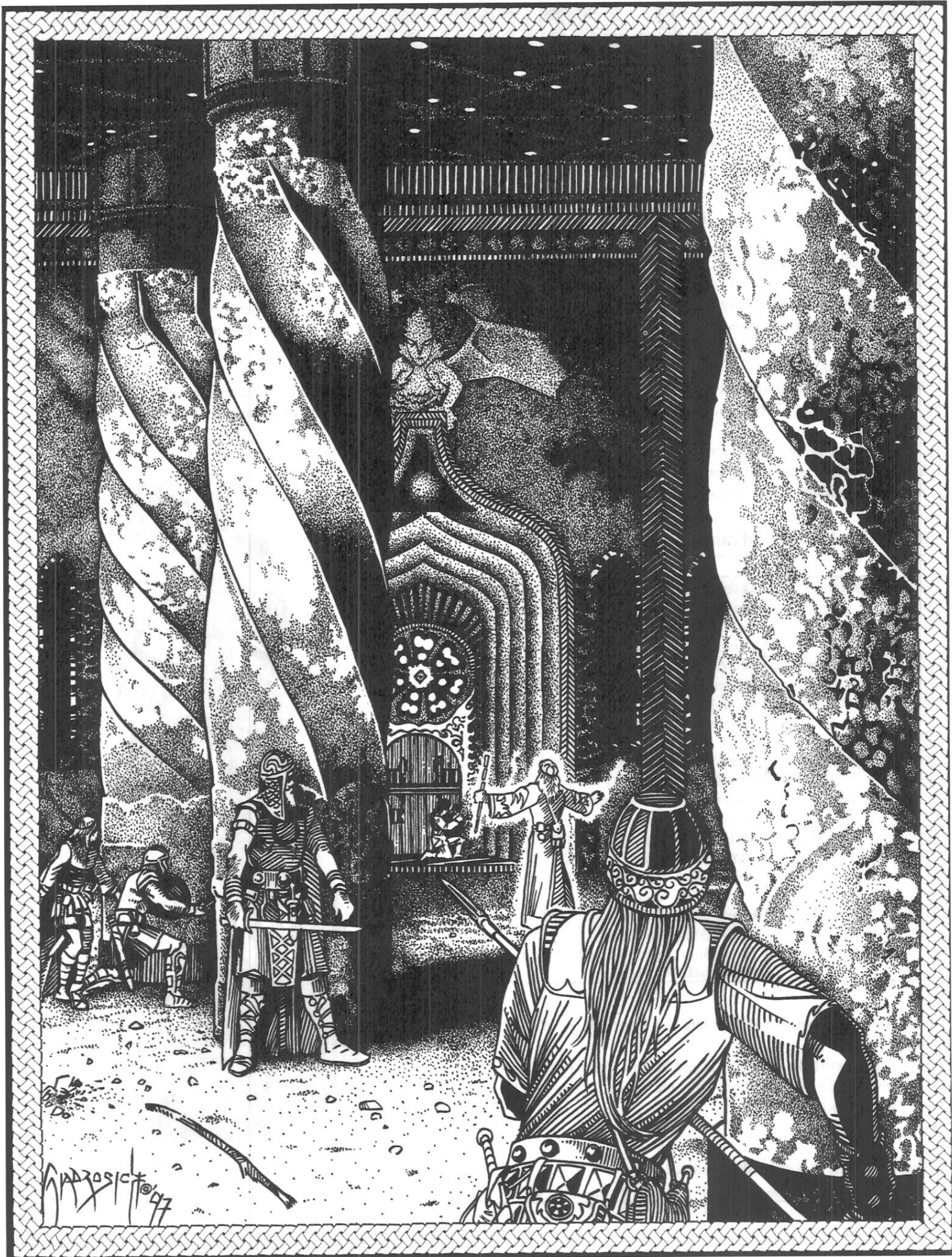
**Title Advancement:** At 3rd Title and beyond, Aura Control raises 2each Title (see Scroll Knowledge). At 6th Title and beyond, Piety Control raises 2each Title (see Divine Knowledge).

### Black Witch Attack Skill Table

Beginner	Novice	Intermediate	Advanced	Expert	Master
1 <sup>st</sup>	4 <sup>th</sup>	8 <sup>th</sup>	*	*	*









kills are abilities that improve as a character adventures or trains. The Imagine Role Playing System™ provides a method for resolving encounters and situations through the use of a character's skills. Each specific skill is assigned a percentage chance of success. The skill user (called a practitioner) is considered successful if the player makes a roll on percentile dice that is equal to or lower than the skill chance. If the roll is failed, the Game Master will let the player know when or if he can try again. When a skill roll is made by more than 20% it is called a critical success, and when failed by more than 20%, it is called a critical failure. (The GM will inform the player of anything unusual that happens when a critical success or failure is rolled.) There are three categories of skills: class skills, racial skills and social skills. Skills take up Knowledge slots, and there are a separate and finite number of slots for each of the three categories of skills (see Knowledge). A character may not have more skills in any category than the number of skill slots he has for that category.

## Class Skills

Class skills are those abilities that define a class and make it unique. Each class has its own individual list of skills. When a character advances in Title, the character is given the option to select from a certain number of new skills. Each class also has five core skills that must be selected in order to continue advancing within the class. A class skill is one of two things: acquired or non-acquired. When a skill has been selected, it is called an acquired skill. Any skill in the class table which was not selected, or cannot be selected until the character advances to the appropriate Title, is called a non-acquired skill. Class skills are improved by adding skill points (see Improving Class Skills).

## Racial Skills

Certain races have developed a natural or cultural predisposition to performing certain skills, and they have passed this knowledge down through the generations. Each race has its own list of skills for which it is adept or renowned. In addition, certain races gain a bonus to certain racial skills, listed with the race. A racial skill which fills one of the racial skill slots is called a learned skill. Learned racial skills can be later improved through Training (see Improving Learned Skills).

## Duplicate Class and Racial Skills

Racial and class skills are by no means mutually exclusive; in fact, they share the same listing in this book. Thus it is possible

for a character to have the same skill both as a racial skill and as a class skill. In these cases, a skill roll can be made for each multiple of the same skill, and the best roll can be chosen. For example, if a Civilized Human Rogue had Move Unseen as both a racial skill and a class skill, she could roll against both, choosing the better of the two rolls. So if one was failed and the other successful, she would be successful. If one roll was a critical success and the other a normal success, she could choose the critical success.

## Social Skills

Social skills are those professional skills that non-adventurers use to make a living. They are life skills that a character may have learned before he began adventuring. Though not as useful as class and racial skills, they make the game more interesting and can even prove useful. For example, Bebo, the 5th Title Mage, used to be a baker. If he is captured by Ogres and is unable to study his spells, he may be able to escape by using his skill to create pastries and sneaking past the feasting Ogres. A social skill that fills one of the racial skill slots is called a learned skill. Social skills can be improved through training (see Improving Learned Skills).

## Number of Social Skills

A character is required to take a certain amount of social skills based on her chosen class. These are listed with each specific class. The table below (or GM discretion) defines the number of social skills a character may have learned before choosing a class and gaining class-defined social skills. The total number of social skills learned, before and after beginning a class, cannot exceed the maximum number of Knowledge slots for social skills.

**Additional Social Skills Table**

Roll	Social Skills
01-15%	None
16-30%	1
31-45%	2
46-60%	3
61-75%	4
76-90%	5
91-00%	6

*When dealing with a Rogue remember the following:*

*If his lips are moving he's lying.*

*If he is smiling it is because he stole something.*

*If he is laughing, he stole something that you don't know about.*

*If he is laughing and buys you a drink, you have just been robbed.*

*If he is sleeping he is making his plans on how to rob you.*

*If his eyes are open he is planning his escape after robbing you.*

*Excerpts from The Nature of the Beast*

*An intellectual essay on Rogues and those who act like them by*

*Threndel the Priest*



## Determining Total Skill Chance

Two numbers are added together to produce the total percentage chance that a practitioner has of succeeding at a skill. These are the called the base chance and the ability bonus.

### Producing the Base Chance

The base chance of a skill represents the basic chance of success that a character with no real training or practice has in the skill. It is based on the relationship between the character's applicable attributes (combined attributes), and the rating of that skill. Once calculated, these values should be recorded on a character sheet for future reference.

1) First, if more than one attribute is applicable to the skill, the combined attributes must be calculated by averaging (rounding up) the appropriate attributes. If only one attribute is needed, then it serves as the combined attributes.

#### Examples:

1: (Strength 16 + Agility 14) / 2  
Combined attributes = 15  
2: (Strength 16)  
Combined attributes = 16

2) The skill rating (a number usually between 5-20) is subtracted from the combined attributes produced in step 1.

#### Examples:

1: 15 (Combined attributes) - 12 (skill rating) = +3  
2: 16 (Combined attributes) - 18 (skill rating) = -2

3) This number is then multiplied by 5% to produce the base chance. If steps 1 and 2 produce a negative number, then the base will be negative.

#### Examples:

1: 15 (Combined attributes) - 12 (skill rating) = +3  
+3 x 5% = **+15% base chance**  
2: 16 (Combined attributes) - 18 (skill rating) = -2  
-2 x 5% = **-10% base chance**

### Producing the Ability Bonus

The ability bonus represents a positive modifier to the base chance that occurs from natural talent, skill points, training, or any other modifier to the skill.

#### 1) Starting bonus

The starting bonus is a random number rolled for any racial, class or social skill, given to the character upon learning or acquiring a skill. This number is rolled and added to the base chance from above (see skill listings for starting bonus dice).

#### Class Skill Starting Bonus

The starting bonus is rolled and added to an acquired skill. Whenever the character gains a new Title, that character will acquire new class skills. A starting bonus is then rolled for all new skills which the character chooses to take at that Title.

#### Racial Skill Starting Bonus

Unlike social and class skills, the starting bonus for racial skills is always doubled (multiply the starting bonus by two).

#### Social Skill Starting Bonus

The starting bonus for social skills is added to the base chance determined for the skill as above. Though not doubled, these numbers tend to be higher than racial and class skills.

#### Examples:

1. A class skill has a 2d6 starting bonus, and the dice rolls produce a 4 and a 3, so the starting bonus is 7.  
2. A racial skill has a 2d6 starting bonus, and the dice rolls produce a 4 and a 3 (7); so the starting bonus is  $7 \times 2 = 14$ .  
3. A social skill has a 4d6 starting bonus; dice rolls produce 6, 2, 4 and 3, so the starting bonus is 15.

#### 2) Improving Ability

Ability bonus can be increased beyond the starting bonus. For class skills, skill points are added to ability. For social and racial skills, training can improve the skill. In addition, certain modifiers may raise the ability bonus of any skill (such as a racial bonus for a racial skill), or a bonus given to a certain class (such as +30% to core skills). See Obtaining and Improving Skills for more details.

## Producing the Total Skill Chance

The total chance for a skill is **base chance** plus the **ability bonus**.

### Summary:

#### Class Skills

**Base Chance**  
(Combined Attributes - Skill Rating) x 5%  
**Ability Bonus**  
Starting Bonus + Modifiers + Skill Points  
**Total Skill Chance**  
Base Chance + Ability Bonus

#### Racial Skills

**Base Chance**  
(Combined Attributes - Skill Rating) x 5%  
**Ability Bonus**  
Starting Bonus (x2) + Modifiers + Training Bonus  
**Total Skill Chance**  
Base Chance + Ability Bonus

#### Social Skills

**Base Chance**  
(Combined Attributes - Skill Rating) x 5%  
**Ability Bonus**  
Starting Bonus + Modifiers + Training Bonus  
**Total Skill Chance**  
Base Chance + Ability Bonus

# skills

## Who Can Use a Skill

### Common Skills

Starting bonuses are given to all skills which the character has learned or acquired. However, a character may attempt almost any skill in the game, whether or not he has actually learned or acquired the skill. Any skill can be attempted as a common skill which is not listed as restricted in its skill heading. (Restricted skills are considered to be much more difficult than common skills and require special training and instruction to use.) The common skill chance is simply the base chance without the starting bonus. Any modifiers may be added to this chance, except for special modifiers listed with a class (such as +30% to core skills). Any skill for which the character has rolled a starting bonus can no longer be attempted as a common skill.

### Common Skill Chance

**Base Chance**  
(Combined Attributes - Skill Rating) x 5%  
**Total Skill Chance**  
Base Chance + Any Non-class Modifiers

Any social skill can be attempted as a common skill, as long as the GM decides that character has been exposed to it somewhere. There are certain social skills (Metaphysics, Theology and Philosophy for example) that provide bonuses to other skills. Any bonus associated with a social skill is only gained if the social skill has been learned and the practitioner has at least a 1% total chance.

### Non-Acquired Restricted Skills

The complete knowledge of a class skill does not suddenly pop into a character's head one day when she advances in Title. Instead, it is assumed that earlier in the character's class training, she was exposed to all of the skills listed in that class table. Skills which a character will eventually be able to acquire from her class table, but which have not yet been acquired, are referred to as non-acquired skills. Since the character has already been exposed to these skills, she can attempt any of them (at the Game Master's discretion) as a common skill, even those that are restricted. For example, a 1st Title Priest wants to use the skill Detect Curse as a common skill to check if an item has a curse on it. Detect Curse is a restricted skill, so this would normally not be allowed. However, because the Priest will be able to obtain this skill at 3rd Title, it is considered a non-acquired skill, and thus she may attempt it as a common skill at base chance. A few skills specifically state within their descriptions that they may not be used as non-acquired.

## Common Skill Listing

Common Skill	Attribute(s)	Rating
Animal Lore	Intelligence, Knowledge	12
Area Sense	Wisdom, Knowledge	13
Artifact Lore	Intelligence, Knowledge	15
Balance	Agility	12
Berserking	Vitality, Will Force	14
Bestiary Lore	Intelligence, Knowledge	14
Blend	Agility, Knowledge	12
Body Parry	Agility	11
Brace	Agility	8
Break Fall	Agility	16
Cartography	Agility, Intelligence	12
Charming	Appearance, Charm	13
Cheat	Agility, Intelligence	12
Climb	Strength, Agility	8
Convert	Wisdom, Will Force	17
Convince	Wisdom, Will Force	17
Cover Tracks	Agility, Intelligence	12
Critical	Strength, Agility	15
Decipher	Intelligence, Knowledge	16
Depth Knowledge	Knowledge	12
Detect Alignment	Wisdom, Will Force	14
Detect Magic	Knowledge	15
Detect Trap	Intelligence, Knowledge	13
Direction Knowledge	Knowledge	12
Disguise	Agility, Charm	15
Dodge	Agility	14
Escape	Agility	16
False Attack	Agility	13
Feint	Agility	16
Fencing	Intelligence, Charm	13
Force	Strength	14
Forgery	Agility, Intelligence	17
Herb Lore	Knowledge	12
HorsemanSHIP	Agility, Will Force	15
Intimidation	Will Force	14
Jewelry Knowledge	Intelligence, Knowledge	12
Law	Knowledge, Charm	14
Leap	Agility	10
Legend Lore	Knowledge	15
Lie	Intelligence, Charm	10
Listen	Intelligence, Knowledge	10
Martial Knowledge	Strength, Agility	16
Meditate	Wisdom, Will Force	14
Mimic	Knowledge	14
Move Unheard	Agility	12
Move Unseen	Agility	12
Navigate	Intelligence, Knowledge	12
Ruins Lore	Knowledge	15
Sail	Agility, Knowledge	8
Set Trap	Agility, Intelligence	13
Shadowing	Agility, Intelligence	13
Shield Parry	Strength, Agility	10
Sleight of Hand	Agility	13
Steal	Agility	14
Street Knowledge	Intelligence, Knowledge	12
Street Lore	Intelligence, Knowledge	16
Stun	Strength, Agility	14
Surprise Attack	Agility	13
Track	Intelligence, Knowledge	14
Trap Weapon	Strength, Agility	14
Trip	Strength, Agility	12
Truth Tell	Wisdom	13
Weapon Knowledge	Agility	11
Weapon Parry	Strength, Agility	12





## Obtaining and Improving Skills

### Obtaining Class Skills (Acquiring Skills)

When a character advances in Title, she has the option of acquiring any of the skills offered at the new Title. Even for characters of the same class, development is unique to each individual. As such, a player may choose not to take a skill available to her class upon Title advancement. The reasons for this decision may have to do with the “flavor” of the character being developed, or may be due to a limitation in the number of maximum class skills learnable (due to class skill slots). For whatever reason, class skills can be skipped altogether without impacting the remaining number of class skill slots available. Class skills that are skipped can continue to be used as non-acquired skills. Remember that core skills cannot be skipped if the character desires to continue to advance in Title.

### Improving Class Skills (Skill Points)

Class skills are improved through adventuring and gaining experience. Each class is granted a certain number of skill points when the character advances a Goal in that class (listed with the class, under Goal Advancement). Each skill point is worth 1%, and these skill points are spent by adding these numbers to the ability bonus for an existing class skill. Skill points cannot be saved, and must be spent immediately at every new Goal, thus improving a character’s chance to perform existing skills. New skill points gained when a character advances to the first Goal of a new Title can only be spent on skills from the previous Title and below. In other words, the character cannot spend points on skills he has never used before. Skill points cannot be spent towards racial or social skills.

## Customizing Character Skills

Sometimes a player will desire his character to have more skill slots in one category than his Knowledge will allow. Yet, he may have extra skill slots in another category. For example, a dual classed character will need to have many class skill slots, and the player may not really care about the social and racial skill slots available to the character. Other times, he may find that certain skills have such a low percentage chance as to be effectively useless. There are several “slot tricks” that can be used to increase the slots in a category, or to increase the total chance for a skill.

### Transferring Skill Slots

Knowledge defines the number of class, racial and social skill slots available to a character. Skill slots for any one category can be increased by transferring slots from another category. Racial skill slots can be transferred to class slots on a one for one basis. Social skill slots are worth only half the value of class and racial slots, thus two social skill slots are required to transfer into one racial or class skill slot. Conversely, one racial skill slot can be turned into two social skill slots. Class slots can never, in any circumstance, be transferred to either racial or social skill slots. In all the above cases, the slots for skills are being traded, not the actual skills themselves. If Knowledge

increases during the development of a character (providing additional skill slots), then the slots may be transferred at that time.

### Summary:

Skill Slot Category	Transfers into
1 Racial	2 Social
1 Racial	1 Class
2 Social	1 Racial
2 Social	1 Class
1 Class	Cannot transfer

Once a skill slot is transferred, the total number of slots available for that category is lowered permanently by one. Thus a player needs to keep a record of the number of slots she has for each category.

### Skill Slot Sacrificing

During the creation time of a character, racial skill slots can be sacrificed to provide a one-time training bonus to another racial skill. For each racial slot sacrificed, the character gains a +2d4% bonus to another racial skill. This bonus represents the self-training that occurred during the childhood of the character in place of learning a new skill. The same skill slot sacrificing method pertains to social skills as well.

Class skill slots are handled a bit differently. When a character obtains a new Title, the player may choose to skip any of the skills offered at that Title. He can then save the slot for a future skill, or may sacrifice the skill to gain skill points. Each class skill that is skipped and has its slot sacrificed translates into 10 skill points that may be placed into another class skill. These additional skill points must be allocated immediately and can only be added to a skill belonging to the same class as the skill that was skipped. Core skills must be taken during Title advancement, thus they can never be skipped.

Once a skill slot is sacrificed, it is permanently gone, and cannot be reused. This means that the total number of slots for one of the three categories is lowered permanently by one. Racial and social skill slots can only be sacrificed during the creation of a character.

### Skill Slot Sacrificing for Languages

If the player wants to increase the communication of her character, racial skill slots can be sacrificed to gain languages. It takes a total of three racial skill slots to gain vocabulary, comprehension, and grammar, respectively. No slots except racial can be sacrificed for languages, but social skills can be first transferred and then sacrificed.

*1 racial skill slot for basic vocabulary:*

*1/3 language.*

*2 racial skill slots for basic vocabulary and comprehension:*

*2/3 language.*

*3 racial skill slots for basic vocabulary, comprehension, and grammar: 1 language.*

## Skill Notes

### Skill Ranking

Ranking gives an overall impression of how good a practitioner of a particular racial or class skill is. Use the table below to determine skill ranking based on chance without situation modifiers.

Skill Chance	Practitioner's Ranking
01-20	Novice
21-40	Amateur
41-60	Adept
61-80	Expert
81-100	Master
101-149	Grand Master
150-199	Legendary
200	Legendary Grand Master

A character who has reached 100% in any skill automatically gains the social skill Instruction in that skill. A roll of 00 on percentage dice is still a failure. However, at 200% (considered the maximum for a skill) the practitioner will never fail, and does not need to make a skill roll to use the skill.

### Modifiers to Skill Rolls

Situations or magic may add temporary modifiers to skill rolls or may negate them altogether. Anti-Magic zones cause the temporary loss of all magical skills. Anti-Divinity zones likewise cause the temporary loss of divine magical skills. The Game Master may add a modifier based on the situation, such as a penalty to Open Lock for a difficult lock but a bonus for a simple one.

### Practitioner Title

Practitioner Title (also Skill Title) is different from Class Title, in that Practitioner Title refers to the number of Titles the character has had a certain skill. If a skill user acquires a skill, say Scroll Knowledge, at 3rd Class Title, he is at 1st Practitioner Title. He will be 2nd Practitioner Title at 4th Class Title, etc.

Practitioner Title can be expressed as follows:

$$\text{Practitioner Title} = \text{Class Title} - \text{the Title when the skill was acquired} + 1.$$

Those who have not yet acquired the skill and are using it as a common skill are considered to be 0 Title practitioners.

### Contests of skills

Some skills involve an interplay between two practitioners, and will call for a contest of skills between the practitioners. Contests of skills are similar to contests between attributes. Both practitioners make a roll, and the one who makes the skill

roll by the most is the winner. In some cases, the skill requires the contest to be against the original roll of a practitioner; for example, with the skill Detect Trap, the practitioner rolls a contest versus the amount by which the trap setter made his Set Trap skill.

### Subskills

Certain skills are broken down into subskills. Such skills will offer some general information on how the skill works and will then give individual subskills, each with its own skill rating. These skill ratings essentially provide modifiers to the total chance of the skill and will be listed by the subskill. For example, the skill Martial Knowledge has a rating of 16. One of the subskills of Martial Knowledge is the Martial Kick, with its own rating of 12. This difference of 4 rating points ( $16 - 12 = 4$ ) translates into a modifier of +20%. Thus, if the total skill chance of Martial Knowledge for a character is 60%, then her Martial Kick total chance would be 80%.

## Class / Racial Skill Heading Definitions

**Attributes:** The attributes used to determine the base chance.

**Rating:** This number determines how hard the skill is to perform. It is subtracted from the combined attributes and multiplied by 5% to produce the base chance.

**Start Bonus:** This is the number and type of dice rolled to produce the starting bonus a character receives when first learning or acquiring the skill. The sum is doubled when rolling for racial skills.

**Time:** This is the time required to execute this skill. Several skills have multiple uses, and this number may vary by the usage.

**Type:** Skills are subdivided into types. The types are: combat, magical, divine magical, stealth/intrusive, and miscellaneous. Note that magical and divine magical skills should allow a Magic Resistance to avoid their effects (if not already specified).

**Restricted:** Describes whether the skill can be attempted by individuals who do not have the skill. "No" means the skill can be attempted as a common skill. "Yes" means the skill can be attempted as a non-acquired skill unless otherwise stated in the skill text.

**Learn Time:** This is the time required to learn any skill which is not restricted, as explained under "Learning" at the end of this section.

**General Usage:** A description of how the skill is generally used.

**Special Uses:** Tricks that this skill can be utilized for.

**Notes:** Information about its use with other skills or situations.

**Special Notes:** Any special warnings about the use of this skill.



## Combat Skills



These are physical skills used for combat and are non-magical in nature.

Armor Knowledge  
Armor Lore  
Berserking  
Body Parry  
Brace  
Critical  
Disable  
Disarm  
Dodge  
False Attack  
Feint  
Focused Attack  
Missile Lore  
Second Weapon Knowledge  
Second Weapon Lore  
Sever  
Shield Parry  
Slay  
Stun  
Sweep  
Trap Weapon  
Trip  
Weapon Knowledge  
Weapon Lore  
Weapon Parry

## Disciplined Skills



These are skills which require rigorous and special training in order to master.

Acrobatics  
Balance  
Body Control  
Break Fall  
Charming  
Convert  
Convince  
Force  
Horsemanship  
Intimidation  
Leap  
Martial Knowledge  
Martial Lore  
Meditate  
Sail  
Slow Fall

## Drove Magical Skills



These are skills provided by relationship to a deity. If alignment or deity standing is lost, skill chance is reduced to 0%.

Animal Shape  
Awaken Plant  
Banish  
Blasphemy  
Bless  
Call Undead  
Candle Lore  
Cause Disease  
Control Growth  
Control Undead  
Cure Disease  
Cure Insanity  
Cure Poison  
Curse  
Darkness  
Destruction  
Detect Curse  
Detect Evil  
Detect Good  
Detect Supernatural  
Divination  
Divine Knowledge  
Evoke  
Exorcism  
Fear  
Foresee  
Foretell  
Gateway  
Haunted Grove  
Healing  
Insanity  
Life Sense  
Light  
Nature Lore  
Omen  
Plane Shift  
Plant Shape  
Possession  
Potion Lore  
Protection from Evil  
Protection from Good  
Quest  
Recover  
Regeneration  
Reincarnation  
Remove Curse  
Remove Fear  
Resurrection  
Ritual Lore  
Sacred Grove  
Soothe  
Speak to Animal  
Speak to Dead  
Speak to Plant  
Spirit Dance

Summon Animal  
Summon Supernatural  
Talisman  
Totem Call  
Turn Undead  
Weather Lore  
Withering  
Wounding

## Informational Skills



These skills are used to acquire knowledge about a subject.

Animal Lore  
Artifact Lore  
Bestiary Lore  
Cartography  
Danger Knowledge  
Decipher  
Depth Knowledge  
Detect Alignment  
Direction Knowledge  
Herb Lore  
Jewelry Knowledge  
Language Lore  
Law  
Legend Lore  
Navigate  
Planar Lore  
Poison Lore  
Ruins Lore  
Smell  
Track  
Truth Tell  
Undead Lore

## Magical Skills



Skills requiring the utilization of magical talent and the presence of Aura.

Absorb Aura  
Animal Projection  
Area Sense  
Aura of Protection  
Awe  
Ballad Lore  
Candle Lore  
Cryokinesis  
Detect Aura  
Detect Magic  
Elixir  
Electrokinesis  
Empathy  
Empathy Magic  
Empower  
Gate  
Identify  
Item Tell  
Levitation

Massmind  
Metal Lore  
Mind Dance  
Mind Link  
Phase  
Plane Walk  
Play  
Poem Lore  
Potion Lore  
Predict  
Pyrokinesis  
Read Past  
Recite  
Ritual Lore  
Rune Lore  
Scroll Knowledge  
Scrying  
Sense Projection  
Shift Time  
Sing  
Song Lore  
Spell Lore  
Spirit Travel  
Stone Lore  
Sympathy  
Sympathy Magic  
Tame Animal  
Telekinesis  
Thought Projection  
Transmutation  
Weave Magic  
Wood Lore

## Stealth/Intrusive Skills



These skills are used for stealth and profiteering.

Assassinate  
Blend  
Cheat  
Climb  
Cover Tracks  
Detect Trap  
Disguise  
Escape  
Fencing  
Forgery  
Lie  
Listen  
Mimic  
Move Unheard  
Move Unseen  
Open Locks  
Remove Trap  
Set Trap  
Shadowing  
Sleight of Hand  
Steal  
Street Knowledge  
Street Lore  
Surprise Attack

## Strength

Armor Knowledge  
Climb  
Critical  
Disable  
Disarm  
Focused Attack  
Force  
Martial Knowledge  
Sever  
Shield Parry  
Slay  
Stun  
Trap Weapon  
Trip  
Weapon Parry

## Agility

Acrobatics  
Armor Knowledge  
Armor Lore  
Assassinate  
Balance  
Blend  
Body Parry  
Brace  
Break Fall  
Cartography  
Cheat  
Climb  
Cover Tracks  
Critical  
Disable  
Disarm  
Disguise  
Dodge  
Escape  
False Attack  
Feint  
Focused Attack  
Forgery  
Horsemanship  
Leap  
Martial Knowledge  
Martial Lore  
Missile Lore  
Move Unheard  
Move Unseen  
Open Locks  
Remove Trap  
Sail  
Second Weapon Knowledge  
Second Weapon Lore  
Set Trap  
Sever  
Shadowing  
Shield Parry  
Slay  
Sleight of Hand  
Slow Fall  
Steal  
Stun

Surprise Attack  
Sweep  
Trap Weapon  
Trip  
Weapon Knowledge  
Weapon Lore  
Weapon Parry

## Vitality

Berserking  
Smell

## Intelligence

Animal Lore  
Animal Projection  
Artifact Lore  
Assassinate  
Bestiary Lore  
Cartography  
Cheat  
Cover Tracks  
Cryokinesis  
Danger Knowledge  
Decipher  
Detect Aura  
Detect Trap  
Elixir  
Electrokinesis  
Empathy Magic  
Fencing  
Forgery  
Jewelry Knowledge  
Lie  
Listen  
Massmind  
Mind Dance  
Mind Link  
Navigate  
Open Locks  
Planar Lore  
Poem Lore  
Poison Lore  
Potion Lore  
Predict  
Pyrokinesis  
Scroll Knowledge  
Second Weapon Lore  
Set Trap  
Shadowing  
Song Lore  
Spell Lore  
Street Knowledge  
Street Lore  
Sympathy Magic  
Thought Projection  
Track  
Undead Lore

## Wisdom

Area Sense  
Blasphemy  
Bless  
Body Control  
Convert  
Convince  
Detect Alignment  
Detect Curse  
Detect Evil  
Detect Good  
Divination  
Divine Knowledge  
Foresee  
Foretell  
Martial Lore  
Meditate  
Read Past  
Soothe  
Truth Tell

## Knowledge

Animal Lore  
Animal Shape  
Area Sense  
Armor Lore  
Artifact Lore  
Awaken Plant  
Ballad Lore  
Bestiary Lore  
Blend  
Cure Poison  
Decipher  
Depth Knowledge  
Detect Magic  
Detect Supernatural  
Detect Trap  
Direction Knowledge  
Elixir  
Herb Lore  
Identify  
Jewelry Knowledge  
Language Lore  
Law  
Legend Lore  
Listen  
Mimic  
Nature Lore  
Navigate  
Planar Lore  
Play  
Poem Lore  
Poison Lore  
Potion Lore  
Recite  
Ruins Lore  
Rune Lore  
Sail  
Sing  
Song Lore  
Spell Lore

Street Knowledge  
Street Lore  
Summon Animal  
Track  
Transmutation  
Undead Lore  
Weapon Lore

## Appearance

Charming

## Charm

Ballad Lore  
Charming  
Disguise  
Fencing  
Language Lore  
Law  
Lie

## Social Class

There are current no skills affected by this attribute.

## Aura

Absorb Aura  
Aura of Protection  
Awe  
Candle Lore  
Cryokinesis  
Detect Aura  
Electrokinesis  
Empathy  
Empathy Magic  
Empower  
Gate  
Identify  
Item Tell  
Levitation  
Metal Lore  
Phase  
Plane Walk  
Play  
Pyrokinesis  
Read Past  
Recite  
Ritual Lore  
Rune Lore  
Scroll Knowledge  
Screaming  
Sense Projection  
Shift Time  
Sing  
Spirit Travel  
Stone Lore  
Sympathy  
Sympathy Magic  
Telekinesis  
Transmutation  
Weather Lore  
Weave Magic  
Wood Lore



**Piety:** Skills affected by this attribute.

Animal Shape  
Awaken Plant  
Banish  
Blasphemy  
Bless  
Call Undead  
Candle Lore  
Cause Disease  
Control Growth  
Control Undead  
Cure Disease  
Cure Insanity  
Cure Poison  
Curse  
Darkness  
Destruction  
Detect Curse  
Detect Evil  
Detect Good  
Detect Supernatural  
Divination  
Divine Knowledge  
Evoke  
Exorcism  
Fear  
Gateway  
Haunted Grove  
Healing  
Insanity  
Light  
Nature Lore

Omen  
Plane Shift  
Plant Shape  
Protection from Evil  
Protection from Good  
Quest  
Recover  
Regeneration  
Reincarnation  
Remove Curse  
Remove Fear  
Resurrection  
Ritual Lore  
Sacred Grove  
Speak to Animal  
Speak to Dead  
Speak to Plant  
Sprit Dance  
Summon Animal  
Summon Supernatural  
Talisman  
Totem Call  
Turn Undead  
Weather Lore  
Withering  
Wounding

**Will Force:** Skills affected by this attribute.

Absorb Aura  
Animal Projection  
Aura of Protection  
Awe  
Banish  
Berserking  
Call Undead  
Control Growth  
Control Undead  
Convert  
Convince  
Destruction  
Detect Alignment  
Empathy  
Empower  
Exorcism  
Fear  
Foresee  
Foretell  
Gate  
Gateway  
Haunted Grove  
Horsemanship  
Insanity  
Intimidation  
Item Tell  
Life Sense  
Massmind  
Meditate  
Metal Lore  
Mind Dance

Mind Link  
Phase  
Plane Shift  
Plane Walk  
Possession  
Predict  
Quest  
Recover  
Regeneration  
Reincarnation  
Remove Fear  
Resurrection  
Sacred Grove  
Scrying  
Sense Projection  
Shift Time  
Soothe  
Speak to Animal  
Speak to Dead  
Speak to Plant  
Spirit Dance  
Spirit Travel  
Stone Lore  
Summon Supernatural  
Sympathy  
Talisman  
Tame Animal  
Telekinesis  
Thought Projection  
Totem Call  
Turn Undead  
Weave Magic  
Withering  
Wood Lore



# skills

Class and Racial Skill (A-E) Table

Class / Racial Skill	Attribute(s)	Rating	Bonus	Time to Execute	Type	Restricted
Absorb Aura	Aura, Will Force	15	2d6%	5 seconds	Magical	Yes
Acrobatics	Agility	16	2d6%	Varies	Disciplined	Yes
Animal Lore	Intelligence, Knowledge	12	2d10%	Varies	Informational	No
Animal Projection	Intelligence, Will Force	15	2d6%	2 seconds	Magical	Yes
Animal Shape	Knowledge, Piety	16	2d6%	2-7 seconds	Divine Magical	Yes
Area Sense	Wisdom, Knowledge	13	2d10%	1 minute	Magical	No
Armor Knowledge	Strength, Agility	14	2d6%	Varies	Combat	Yes
Armor Lore	Agility, Knowledge	18	1d10%	Varies	Combat	Yes
Artifact Lore	Intelligence, Knowledge	15	2d6%	Varies	Informational	No
Assassinate	Agility, Intelligence	18	1d10%	Varies	Stealth/Intrusive	Yes
Aura of Protection	Aura, Will Force	18	1d10%	Instant	Magical	Yes
Awaken Plant	Knowledge, Piety	18	1d10%	10 minutes	Divine Magical	Yes
Awe	Aura, Will Force	14	2d6%	Instant	Magical	Yes
Balance	Agility	12	2d10%	Varies	Disciplined	No
Ballad Lore	Knowledge, Charm	17	1d10%	Varies	Magical	Yes
Banish	Piety, Will Force	16	2d6%	10 seconds	Divine Magical	Yes
Berserking	Vitality, Will Force	14	2d6%	2-7 seconds	Combat	No
Bestiary Lore	Intelligence, Knowledge	14	2d6%	Varies	Informational	No
Blasphemy	Wisdom, Piety	12	2d10%	10 seconds	Divine Magical	Yes
Blend	Agility, Knowledge	12	2d10%	2-5 seconds	Stealth/Intrusive	No
Bless	Wisdom, Piety	12	2d10%	10 seconds	Divine Magical	Yes
Body Control	Wisdom	15	2d6%	Varies	Disciplined	Yes
Body Parry	Agility	11	2d10%	1 second	Combat	No
Brace	Agility	8	4d6%	Varies	Combat	No
Break Fall	Agility	16	2d6%	2-5 seconds	Disciplined	No
Call Undead	Piety, Will Force	19	1d10%	Varies	Divine Magical	Yes
Candle Lore	Aura, Piety	16	2d6%	Varies	Magical/Divine Magical	Yes
Cartography	Agility, Intelligence	12	2d10%	Varies	Informational	No
Cause Disease	Piety	14	2d6%	10 seconds + touch	Divine Magical	Yes
Charming	Appearance, Charm	13	2d10%	Varies	Disciplined	No
Cheat	Agility, Intelligence	12	2d10%	Varies	Stealth/Intrusive	No
Climb	Strength, Agility	8	4d6%	Varies	Stealth/Intrusive	No
Control Growth	Piety, Will Force	16	2d6%	1 minute	Divine Magical	Yes
Control Undead	Piety, Will Force	16	2d6%	10 seconds	Divine Magical	Yes
Convert	Wisdom, Will Force	17	1d10%	Varies	Disciplined	No
Convince	Wisdom, Will Force	17	1d10%	Varies	Disciplined	No
Cover Tracks	Agility, Intelligence	12	2d10%	1-6 minutes per 100 feet	Stealth/Intrusive	No
Critical	Strength, Agility	15	2d6%	Weapon speed + 2 seconds	Combat	No
Cryokinesis	Intelligence, Aura	14	2d6%	10 seconds	Magical	Yes
Cure Disease	Piety	14	2d6%	1 minute	Divine Magical	Yes
Cure Insanity	Piety	16	2d6%	1 hour	Divine Magical	Yes
Cure Poison	Knowledge, Piety	15	2d6%	1 minute	Divine Magical	Yes
Curse	Piety	17	1d10%	30 seconds	Divine Magical	Yes
Danger Knowledge	Intelligence	15	2d6%	Instant	Informational	Yes
Darkness	Piety	12	2d10%	5 seconds	Divine Magical	Yes
Decipher	Intelligence, Knowledge	16	2d6%	Varies	Informational	No
Depth Knowledge	Knowledge	12	2d10%	1 minute	Informational	No
Destruction	Piety, Will Force	19	1d10%	1 hour	Divine Magical	Yes
Detect Alignment	Wisdom, Will Force	14	2d6%	1 minute	Informational	No
Detect Aura	Intelligence, Aura	14	2d6%	5 seconds	Magical	Yes
Detect Curse	Wisdom, Piety	13	2d10%	1 minute	Divine Magical	Yes
Detect Evil	Wisdom, Piety	14	2d6%	5 seconds	Divine Magical	Yes
Detect Good	Wisdom, Piety	14	2d6%	5 seconds	Divine Magical	Yes
Detect Magic	Knowledge	15	2d6%	5 seconds	Magical	No
Detect Supernatural	Knowledge, Piety	15	2d6%	5 seconds	Divine Magical	Yes
Detect Trap	Intelligence, Knowledge	13	2d10%	10 seconds	Stealth/Intrusive	No
Direction Knowledge	Knowledge	12	2d10%	20-40 seconds	Informational	No
Disable	Strength, Agility	15	2d6%	Weapon speed + 2 seconds	Combat	Yes
Disarm	Strength, Agility	12	2d10%	Weapon speed + 2 seconds	Combat	Yes
Disguise	Agility, Charm	15	2d6%	Varies	Stealth/Intrusive	No
Divination	Wisdom, Piety	16	2d6%	10 minutes	Divine Magical	Yes
Divine Knowledge	Wisdom, Piety	16	2d6%	Varies	Divine Magical	Yes
Dodge	Agility	14	2d6%	1 second	Combat	No
Elixir	Intelligence, Knowledge	18	1d10%	Varies	Magical	Yes
Electrokinesis	Intelligence, Aura	18	1d10%	10 seconds	Magical	Yes
Empathy	Aura, Will Force	16	2d6%	Varies	Magical	Yes

combat

disciplined

divine

informational

magical

stealth/intrusive



# skills

Class and Racial Skill Table (E-R) Table

Class / Racial Skill	Attribute(s)	Rating	Bonus	Time to Execute	Type	Restricted
Empathy Magic	Intelligence, Aura	15	2d6%	Varies	Magical	Yes
Empower	Aura, Will Force	18	1d10%	1 hour	Magical	Yes
Escape	Agility	16	2d6%	4d10 seconds	Stealth/Intrusive	No
Evoke	Piety	15	2d6%	2-7 seconds	Divine Magical	Yes
Exorcism	Piety, Will Force	16	2d6%	10 minutes	Divine Magical	Yes
False Attack	Agility	13	2d10%	1 second	Combat	No
Fear	Piety, Will Force	14	2d6%	10 seconds	Divine Magical	Yes
Feint	Agility	16	2d6%	1 second	Combat	No
Fencing	Intelligence, Charm	13	2d10%	Varies	Stealth/Intrusive	No
Focused Attack	Strength, Agility	15	2d6%	Maximum weapon speed	Combat	Yes
Force	Strength	14	2d6%	Varies	Disciplined	No
Forgery	Agility, Intelligence	17	1d10%	Varies	Stealth/Intrusive	No
Foresee	Wisdom, Will Force	19	1d10%	10 minutes	Divine Magical	Yes
Foretell	Wisdom, Will Force	18	1d10%	10 minutes	Divine Magical	Yes
Gate	Aura, Will Force	20	1d6%	1 day	Magical	Yes
Gateway	Piety, Will Force	20	1d6%	1 day	Divine Magical	Yes
Haunted Grove	Piety, Will Force	14	2d6%	1 week	Divine Magical	Yes
Healing	Piety	15	2d6%	10 seconds + touch	Divine Magical	Yes
Herb Lore	Knowledge	12	2d10%	10 seconds	Informational	No
Horsemanship	Agility, Will Force	15	2d6%	Varies	Disciplined	No
Identify	Knowledge, Aura	14	2d6%	10 minutes	Magical	Yes
Insanity	Piety, Will Force	18	1d10%	10 seconds	Divine Magical	Yes
Intimidation	Will Force	14	2d6%	Varies	Disciplined	No
Item Tell	Aura, Will Force	15	2d6%	10 minutes	Magical	Yes
Jewelry Knowledge	Intelligence, Knowledge	12	2d10%	2-5 minutes	Informational	No
Language Lore	Knowledge, Charm	15	2d6%	Varies	Informational	Yes
Law	Knowledge, Charm	14	2d6%	Varies	Informational	No
Leap	Agility	10	4d6%	2 seconds + movement time	Disciplined	No
Legend Lore	Knowledge	15	2d6%	Varies	Informational	No
Levitation	Aura	16	2d6%	5 seconds	Magical	Yes
Lie	Intelligence, Charm	10	4d6%	Varies	Stealth/Intrusive	No
Life Sense	Will Force	12	2d10%	5 seconds	Divine Magical	Yes
Light	Piety	12	2d10%	5 seconds	Divine Magical	Yes
Listen	Intelligence, Knowledge	10	4d6%	5 seconds	Stealth/Intrusive	No
Martial Knowledge	Strength, Agility	16	2d6%	Varies	Disciplined	No
Martial Lore	Agility, Wisdom	18	1d10%	Varies	Disciplined	Yes
Massmind	Intelligence, Will Force	20	1d6%	Varies	Magical	Yes
Meditate	Wisdom, Will Force	14	2d6%	10 minutes	Disciplined	No
Metal Lore	Aura, Will Force	17	1d10%	10 minutes	Magical	Yes
Mimic	Knowledge	14	2d6%	Varies	Stealth/Intrusive	No
Mind Dance	Intelligence, Will Force	16	2d6%	5 seconds	Magical	Yes
Mind Link	Intelligence, Will Force	17	1d10%	2 seconds	Magical	Yes
Missile Lore	Agility	17	1d10%	Varies	Combat	Yes
Move Unheard	Agility	12	2d10%	Instant	Stealth/Intrusive	No
Move Unseen	Agility	12	2d10%	Instant	Stealth/Intrusive	No
Nature Lore	Knowledge, Piety	18	1d10%	Varies	Divine Magical	Yes
Navigate	Intelligence, Knowledge	12	2d10%	Varies	Informational	No
Omen	Piety	16	2d6%	10 minutes	Divine Magical	Yes
Open Locks	Agility, Intelligence	12	2d10%	20-70 seconds	Stealth/Intrusive	Yes
Phase	Aura, Will Force	16	2d6%	10 seconds	Magical	Yes
Planar Lore	Intelligence, Knowledge	14	2d6%	Varies	Informational	Yes
Plane Shift	Piety, Will Force	19	1d10%	10 minutes	Divine Magical	Yes
Plane Walk	Aura, Will Force	19	1d10%	10 minutes	Magical	Yes
Plant Shape	Piety	18	1d10%	10 seconds	Divine Magical	Yes
Play	Knowledge, Aura	14	2d6%	Varies	Magical	Yes
Poem Lore	Intelligence, Knowledge	16	2d6%	Varies	Magical	Yes
Poison Lore	Intelligence, Knowledge	17	1d10%	Varies	Informational	Yes
Possession	Will Force	18	1d10%	10 seconds	Divine Magical	Yes
Potion Lore	Intelligence, Knowledge	15	2d6%	Varies	Magical/Divine Magical	Yes
Predict	Intelligence, Will Force	14	2d6%	1 minute	Magical	Yes
Protection from Evil	Piety	14	2d6%	10 seconds	Divine Magical	Yes
Protection from Good	Piety	14	2d6%	10 seconds	Divine Magical	Yes
Pyrokinesis	Intelligence, Aura	16	2d6%	10 seconds	Magical	Yes
Quest	Piety, Will Force	17	1d10%	1 hour	Divine Magical	Yes
Read Past	Wisdom, Aura	15	2d6%	10 minutes	Magical	Yes
Recite	Knowledge, Aura	15	2d6%	Varies	Magical	Yes

combat

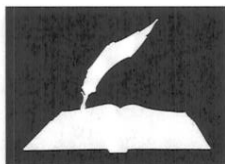
disciplined

divine

informational

magical

stealth/intrusive





# skills

Class and Racial Skill Table (R-Z) Table

Class / Racial Skill	Attribute(s)	Rating	Bonus	Time to Execute	Type	Restricted
Recover	Piety, Will Force	18	1d10%	1 minute	Divine Magical	Yes
Regeneration	Piety, Will Force	15	2d6%	10 minutes	Divine Magical	Yes
Reincarnation	Piety, Will Force	14	2d6%	1 hour	Divine Magical	Yes
Remove Curse	Piety	14	2d6%	10 minutes	Divine Magical	Yes
Remove Fear	Piety, Will Force	13	2d10%	10 seconds	Divine Magical	Yes
Remove Trap	Agility	14	2d6%	2-9 seconds	Stealth/Intrusive	Yes
Resurrection	Piety, Will Force	17	1d10%	1 hour	Divine Magical	Yes
Ritual Lore	Aura, Piety	15	2d6%	Varies	Magical/Divine Magical	Yes
Ruins Lore	Knowledge	15	2d6%	Varies	Informational	No
Rune Lore	Knowledge, Aura	16	2d6%	1 hour	Magical	Yes
Sacred Grove	Piety, Will Force	14	2d6%	1 week	Divine Magical	Yes
Sail	Agility, Knowledge	8	4d6%	Varies	Disciplined	No
Scroll Knowledge	Intelligence, Aura	18	1d10%	Varies	Magical	Yes
Scrying	Aura, Will Force	17	1d10%	10 minutes	Magical	Yes
Second Weapon Knowledge	Agility	14	2d6%	Varies	Combat	Yes
Second Weapon Lore	Agility, Intelligence	17	1d10%	Varies	Combat	Yes
Sense Projection	Aura, Will Force	18	1d10%	20 seconds	Magical	Yes
Set Trap	Agility, Intelligence	13	2d10%	Varies	Stealth/Intrusive	No
Sever	Strength, Agility	17	1d10%	Weapon speed + 2 seconds	Combat	Yes
Shadowing	Agility, Intelligence	13	2d10%	Varies	Stealth/Intrusive	No
Shield Parry	Strength, Agility	10	4d6%	Varies	Combat	No
Shift Time	Aura, Will Force	20	1d6%	1 hour	Magical	Yes
Sing	Knowledge, Aura	16	2d6%	Varies	Magical	Yes
Slay	Strength, Agility	18	1d10%	Weapon speed + 3 seconds	Combat	Yes
Sleight of Hand	Agility	13	2d10%	2-7 seconds	Stealth/Intrusive	No
Slow Fall	Agility	14	2d6%	Varies	Disciplined	Yes
Smell	Vitality	12	2d10%	2 seconds	Informational	Yes
Song Lore	Intelligence, Knowledge	18	1d10%	Varies	Magical	Yes
Soothe	Wisdom, Will Force	15	2d6%	10 seconds	Divine Magical	Yes
Speak to Animal	Piety, Will Force	13	2d10%	30 seconds	Divine Magical	Yes
Speak to Dead	Piety, Will Force	15	2d6%	10 minutes	Divine Magical	Yes
Speak to Plant	Piety, Will Force	14	2d6%	1 minute	Divine Magical	Yes
Spell Lore	Intelligence, Knowledge	19	1d10%	Varies	Magical	Yes
Spirit Dance	Piety, Will Force	15	2d6%	10 minutes	Divine Magical	Yes
Spirit Travel	Aura, Will Force	19	1d10%	1 hour	Magical	Yes
Steal	Agility	14	2d6%	2-7 seconds	Stealth/Intrusive	No
Stone Lore	Aura, Will Force	17	1d10%	10 minutes	Magical	Yes
Street Knowledge	Intelligence, Knowledge	12	2d10%	Varies	Stealth/Intrusive	No
Street Lore	Intelligence, Knowledge	16	2d6%	Varies	Stealth/Intrusive	No
Stun	Strength, Agility	14	2d6%	Weapon speed + 2 seconds	Combat	No
Summon Animal	Knowledge, Piety	15	2d6%	10 minutes	Divine Magical	Yes
Summon Supernatural	Piety, Will Force	17	1d10%	30 minutes	Divine Magical	Yes
Surprise Attack	Agility	13	2d10%	Weapon Speed	Stealth/Intrusive	No
Sweep	Agility	14	2d6%	Weapon speed + 1 per sweep	Combat	Yes
Sympathy	Aura, Will Force	16	2d6%	Varies	Magical	Yes
Sympathy Magic	Intelligence, Aura	15	2d6%	Varies	Magical	Yes
Talisman	Piety, Will Force	15	2d6%	1 hour	Divine Magical	Yes
Tame Animal	Will Force	14	2d6%	Varies	Magical	Yes
Telekinesis	Aura, Will Force	15	2d6%	5 seconds	Magical	Yes
Thought Projection	Intelligence, Will Force	19	1d10%	1 second	Magical	Yes
Totem Call	Piety, Will Force	16	2d6%	1 minute	Divine Magical	Yes
Track	Intelligence, Knowledge	14	2d6%	Varies	Informational	No
Transmutation	Knowledge, Aura	19	1d10%	Varies	Magical	Yes
Trap Weapon	Strength, Agility	14	2d6%	2 seconds	Combat	No
Trip	Strength, Agility	12	2d10%	3 seconds	Combat	No
Truth Tell	Wisdom	13	2d10%	Varies	Informational	No
Turn Undead	Piety, Will Force	12	2d10%	10 seconds	Divine Magical	Yes
Undead Lore	Intelligence, Knowledge	14	2d6%	Varies	Informational	Yes
Weapon Knowledge	Agility	11	2d10%	Varies	Combat	No
Weapon Lore	Agility, Intelligence	17	1d10%	Varies	Combat	Yes
Weapon Parry	Strength, Agility	12	2d10%	Varies	Combat	No
Weather Lore	Aura, Piety	16	2d6%	Varies	Divine Magical	Yes
Weave Magic	Aura, Will Force	19	1d10%	Varies	Magical	Yes
Withering	Piety, Will Force	17	1d10%	10 seconds + touch	Divine Magical	Yes
Wood Lore	Aura, Will Force	17	1d10%	10 minutes	Magical	Yes
Wounding	Piety	15	2d6%	10 seconds + touch	Divine Magical	Yes

combat

disciplined

divine

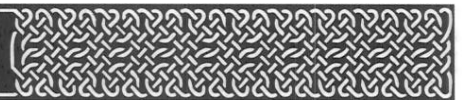
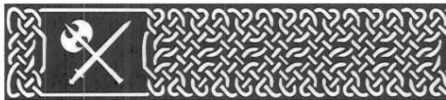
informational

magical

stealth/intrusive







## COMBAT SKILLS



### ARMOR KNOWLEDGE

**Attributes:** Strength, Agility  
**Start Bonus:** 2d6%  
**Restricted:** Yes

**Rating:** 14  
**Time:** Varies  
**Learn Time:** N/A

**Description:** The ability to move more freely in heavy or bulky armor, and be less penalized while wearing armor.

**General Usage:** The skill user must wear a particular configuration of armor for at least four hours a day for the period of time listed below. Then a skill roll is allowed to remove some of the penalties for that configuration. Only one armor configuration per Practitioner Title may be learned. One complete level of penalties is removed per 25% of the skill's chance, if the skill roll is successful. A "level" refers a penalty of +1 for defensive adjustment, initiative and weapon speed, and -5% for skills (see Combat, specifically the Armor Combat Modifier Table).

Armor Type	Time*	Example
Flexible	1 week	Leather
Semi-flexible	2 weeks	Chain
Articulated	3 weeks	Plate gauntlets
Rigid	4 weeks	Plate helm

\*These times are cumulative and are applied per layer of armor.

**Notes:** By no means does this allow the user to get a bonus for skills, defensive adjustment, initiative or weapon speed. Zero modifiers for armor remain zero.

**Special Notes:** Changes in armor configuration (even one piece of armor) require a new skill roll.

### ARMOR LORE

**Attributes:** Agility, Knowledge  
**Start Bonus:** 1d10%  
**Restricted:** Yes

**Rating:** 18  
**Time:** Varies  
**Learn Time:** N/A

**Description:** The ability to remove all penalties for wearing heavy or bulky armor.

**General Usage:** The skill user must wear a particular configuration of armor for at least four hours a day for the period of time listed below and then a skill roll is allowed to remove all of the penalties for that configuration. An Armor Lore skill roll is also allowed if that configuration is already known through a previously successful Armor Knowledge skill roll. Only one armor configuration per Practitioner Title may be learned. If successful, all penalties are removed.

Armor Type	Time*	Example
Flexible	1 week	Leather
Semi-flexible	2 weeks	Chain
Articulated	3 weeks	Plate gauntlets
Rigid	4 weeks	Plate helm

\*These times are cumulative and are applied per layer of armor.

**Special Notes:** Changes in armor configuration (even one piece of armor) require a new skill roll.

### BERSERKING

**Attributes:** Vitality, Will Force  
**Start Bonus:** 2d6%  
**Restricted:** No

**Rating:** 14  
**Time:** 2-7 Seconds  
**Learn Time:** 56 Hours

**Description:** Allows the skill practitioner to enter a state of rage with greater physical abilities.

**General Usage:** The person wishing to go berserk focuses anger for a real or imagined reason. In this state the user's body is pumped with adrenaline and able to function in ways that she otherwise could not. Being berserk has the following benefits and side effects:

- 1) +50% more Endurance during the berserk state (10 becomes 15, 20 becomes 30, etc.).
- 2) Strength, Agility, Vitality and Will Force are raised by 2 points while in the berserk state.
- 3) Intelligence, Wisdom and Knowledge are halved during this state.
- 4) The affected being remains berserk until all enemies within sight are dead or non-mobile.
- 5) After the berserk state ends, Strength, Agility and Vitality are -2 below normal. One point per attribute is recovered each hour.
- 6) The character is considered fatigued at one level per full minute of being in the berserk state (after the berserk state has ended).
- 7) During the berserk state, the affected being never goes into shock.
- 8) If a companion gets in the way of the berserk being and tries to hinder her, an Intelligence save is required (at the reduced Intelligence rating) or the berserk being will attack the companion.
- 9) The berserker cannot go unconscious.

**Notes:** It is impossible to quietly go berserk. Usually grunts, screaming or battle cries accompany the berserk attempt.

**Special Notes:** Damage taken while berserked is reassessed after the berserk state ends. Because Endurance was higher during the berserk state, it is possible to receive more damage than normal Endurance and Vitality. In such cases the character simply keels over and is dead at the end of 10 seconds if not healed.

### BODY PARRY

**Attributes:** Agility  
**Start Bonus:** 2d10%  
**Restricted:** No

**Rating:** 11  
**Time:** 1 Second  
**Learn Time:** 44 Hours

**Description:** This allows the practitioner to use a body area to intercept an incoming thrown or melee weapon.

**General Usage:** The user places a limb or body area in front of an incoming melee attack. If a being makes his Body Parry roll by more than 1/2, then a soft parry is automatically successful, and only 1/2 damage is applied to the area. The parry must be able to be reasonably done.

**Notes:** It is advisable to use a heavily armored area since damage is applied directly to the area used to parry with. The GM may rule that certain body parries are impossible. For example, one could not accomplish a Body Parry against a blow coming to the head by using his left thigh.

**Special Notes:** Thrown weapons are difficult to parry, and a practitioner must make a 1/4 Body Parry chance. Fired missile weapons, such as arrows, cannot be parried.



## BRACE

**Attributes:** Agility  
**Start Bonus:** 4d6%  
**Restricted:** No  
**Rating:** 8  
**Time:** Varies  
**Learn Time:** 32 Hours

**Description:** Allows the practitioner to steady himself for improved accuracy and damage in combat.

**General Usage:** The practitioner spends two seconds and sets a good stance and posture, or uses a stationary object for support. If a successful roll is made, Brace provides +2 to hit and +2 to damage combat bonuses. The combat bonus can be applied to either missile or melee weapons. However, the following applies to melee weapons only: If the opponent is charging, the practitioner deals x2 to damage. If the opponent is flying at full speed, the practitioner deals x3 damage. In addition, there are two additional melee applications of the skill:

- 1) If a thrusting melee weapon is used to attack the opponent while braced, then the weapon may be aimed towards the opponent and held firmly. This move is allowed to be faster than the weapons normal minimum weapon speed. This application of the skill requires only one second, and is identical to "setting a weapon" (see Combat), except that it gives the advantage of solid footing, with all the above modifiers.
- 2) The practitioner can set a melee weapon against a solid surface, such as a wall or tree. This application takes two seconds, and the attacker's weight damage modifier is added to the damage calculated for the defender's set attack in addition to the normal bonuses.

**Notes:** Applications 1 and 2 can be used together, if all conditions are met. The practitioner always gets the +2 to damage and +2 to hit with either application.

## CRITICAL

**Attributes:** Strength, Agility  
**Start Bonus:** 2d6%  
**Restricted:** No  
**Rating:** 15  
**Time:** Weapon speed +2 Sec.  
**Learn Time:** 60 Hours

**Description:** Allows the skill practitioner to strike an opponent with a melee weapon, applying greater than normal force.

**General Usage:** The user of the skill declares an attempt to Critical in his attack against an opponent. Two seconds are added to the weapon's current weapon speed and a to hit roll is made. If the user has struck the opponent in the desired hit area (must be a center hit, including modifiers), then the Critical skill roll is made. A success indicates that whatever damage is rolled is doubled after all other modifiers have been applied.

**Special Notes:** Charging and other situations also allow for doubling of damage. Combining two or more of these situations will produce a maximum of triple damage, never quadruple or higher.

## DISABLE

**Attributes:** Strength, Agility  
**Start Bonus:** 2d6%  
**Restricted:** Yes  
**Rating:** 15  
**Time:** Weapon Speed +2 Sec.  
**Learn Time:** N/A

**Description:** The skill user can incapacitate a limb of the target being.

**General Usage:** The user attacks, adding 2 seconds to the current weapon speed of the weapon, and makes a to hit roll. A center hit is required (with modifiers) as well as damage equaling at least 1/4 of that body area's Endurance. If these conditions are met, a skill roll is made to see if the character has disabled the limb. A successful roll

indicates the limb is now useless until it is healed above the 3/4 Endurance mark for that area.

**Example:** A practitioner strikes a lightly armored opponent in the thigh. He does 12 points of flesh damage over and above the armor to an area that has 20 Endurance points, lowering the region to 8. If a successful skill roll is made, the victim has lost use of that limb until healing brings it above 15 (3/4 of the area's 20 Endurance).

## DISARM

**Attributes:** Strength, Agility  
**Start Bonus:** 2d10%  
**Restricted:** Yes  
**Rating:** 12  
**Time:** Weapon speed +2 Sec.  
**Learn Time:** N/A

**Description:** The ability to divest a target of his weapon.

**General Usage:** The practitioner rolls a contest of his Disarm skill versus the Weapon Knowledge skill of the opponent. (The winner is the one who makes the roll by the most.) If the practitioner wins the contest, then the weapon has been pulled from the opponent's grasp and will be thrown 1d4 feet.

**Notes:** The second and subsequent attempts to disarm the same opponent in combat are made at a 1/2 skill roll.

## DODGE

**Attributes:** Agility  
**Start Bonus:** 2d6%  
**Restricted:** No  
**Rating:** 14  
**Time:** 1 Second  
**Learn Time:** 56 Hours

**Description:** The ability to maneuver out of the way of a thrown weapon or projectile from a missile weapon.

**General Usage:** The user first has to see the attacker begin to throw or fire. A Dodge is begun and rolled when the missile would ordinarily strike. A successful roll indicates the weapon has missed.

**Special Uses:** The practitioner can attempt to catch the missile by making a 1/2 Dodge skill roll. Success indicates the practitioner has caught the missile in midair. Catching takes 2 seconds to complete and must be declared before the skill is attempted. Failure to catch means the Dodge skill failed as well.

**Notes:** Magical spells which strike with an Intelligence save and magically directed missiles that alter normal trajectory to seek the practitioner, cannot be dodged. Each plus of a missile weapon due to magic or quality increases the skill rating by minus one (-5% chance).

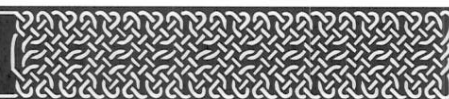
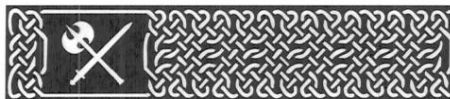
## FALSE ATTACK

**Attributes:** Agility  
**Start Bonus:** 2d10%  
**Restricted:** No  
**Rating:** 13  
**Time:** 1 Second  
**Learn Time:** 48 Hours

**Description:** The ability to make a fake attack in an attempt to lure an opponent into parrying or losing combat time.

**General Usage:** The practitioner begins and then breaks off an attack, hoping to draw an opponent into parrying the False Attack. A successful roll means that the opponent must still spend whatever combat time is required for the parry, causing the opponent to waste seconds. A failed roll means that the False Attack was anticipated and the opponent can react accordingly.

**Notes:** In order for this skill to be played correctly, the opponent must not know that a False Attack was being attempted until after he has committed to a defense. Thus in all aspects it should appear that the practitioner is performing an actual attack unless the skill roll is failed.



## FEINT

**Attributes:** Agility  
**Start Bonus:** 2d6%  
**Restricted:** No

**Rating:** 16  
**Time:** 1 Second  
**Learn Time:** 64 Hours

**Description:** The ability to avoid a melee weapon about to strike the skill user by misdirecting an attacker through body movement.

**General Usage:** The skill user moves, jumps, or leans out of the way of the attack after feinting in the opposite direction. A successful skill roll indicates that the attacker was fooled, and the blow misses the practitioner, regardless of the attacker's roll to hit.

## FOCUSED ATTACK

**Attributes:** Strength, Agility  
**Start Bonus:** 2d6%  
**Restricted:** Yes

**Rating:** 15  
**Time:** Max. Weapon Speed  
**Learn Time:** N/A

**Description:** The ability to maximize the damage of a melee weapon.  
**General Usage:** The user attacks with full strength and force and uses a rudimentary knowledge of anatomy to strike in ways that cause the most possible damage. A to-hit roll achieving center is required, followed by a successful skill roll. Success indicates that maximum damage has been achieved, including all bonuses. Failure indicates a normal hit and damage. The attack takes maximum weapon speed, regardless of the skill user's normal modifiers. If the skill user is already using the weapon in question at maximum weapon speed, add 2 additional seconds to a Focused Attack.

**Notes:** This can be combined with other combat skills adding the appropriate time. Focused Attack combined with Critical is especially deadly, doing full damage with bonuses, multiplied by two.

**Special Notes:** Damage dice added from the spells Sharpness, Accuracy and Disruption are also maximized. Damage from energy such as flames or electricity is not maximized and is rolled for separately.

## MISSILE LORE

**Attributes:** Agility  
**Start Bonus:** 1d10%  
**Restricted:** Yes

**Rating:** 17  
**Time:** Varies  
**Learn Time:** N/A

**Description:** Practitioners of this skill are expert in the use of thrown and launched missile weapons.

**General Usage:** This ability allots the following benefits:

- 1) The practitioner can gain proficiency in a missile weapon outside his class by making a Missile Lore roll as well as a Weapon Knowledge roll when the new weapon is to be learned.
- 2) The practitioner is afforded a +2 to hit, +4 damage, +10% to weapon combat skills and -1 weapon speed (not to exceed minimum weapon speed) to all missile weapons.
- 3) The practitioner can specialize in one or more missile weapons. When the skill is first acquired, one missile weapon is chosen to specialize in without a skill roll (the practitioner must first have a proficiency in a missile weapon before he can specialize in it). Thereafter, with every Practitioner Title gained, a Missile Lore skill roll can be made to specialize in a new missile weapon that the user is proficient with. Missile weapon specialization affords the following bonuses (replacing the old bonuses): attack at one higher attack skill (unless already attacking as a master), +3 to hit, +6 damage, +20% to weapon combat skills and -2 weapon speed

(not to exceed minimum weapon speed). If the user chooses not to attempt a missile weapon specialization at a particular Title, a +10% cumulative bonus is afforded to the next roll. Thus, two skipped Titles would afford a +20%, three would be +30%, etc.

**Notes:** This skill cannot be attempted as a non-acquired skill.

## SECOND WEAPON KNOWLEDGE

**Attributes:** Agility  
**Start Bonus:** 2d6%  
**Restricted:** Yes

**Rating:** 14  
**Time:** Varies  
**Learn Time:** N/A

**Description:** The ability to overcome penalties while using a weapon in the off-hand(s).

**General Usage:** The skill user must practice in the off-hand with a particular weapon type for the period of time listed below; thereafter, a skill roll is allowed to remove some of the penalties for that weapon in the off-hand. Only one off-hand weapon per Practitioner Title may be learned. The skill user must already be proficient with the weapon before attempting this skill. One complete level of penalties (-1 to hit, -1 to damage and -5% to combat skills) is permanently removed per 25% of the skill's chance if the skill roll is successful.

Situation	Skill Modifier	Learn time before skill roll
With a Teacher	+20%	16 hours
With a Partner	+0%	32 hours
On Own	-20%	64 hours
In Battle	-40%	After every battle

**Notes:** By no means does this allow a character to get a bonus to hit, to damage or skills. Zero modifiers remains zero, and the skill removes penalties rather than giving bonuses.

## SECOND WEAPON LORE

**Attributes:** Agility, Intelligence  
**Start Bonus:** 1d10%  
**Restricted:** Yes

**Rating:** 17  
**Time:** Varies  
**Learn Time:** N/A

**Description:** The ability to remove all penalties associated with an off-hand weapon.

**General Usage:** The skill user is required to practice with a particular weapon type in the off-hand for the period of time listed below, then a skill roll is allowed to remove all of the penalties for that weapon in the off-hand. Only one off-hand weapon per Practitioner Title may be learned. The skill user must be proficient with the weapon before attempting this skill. If the skill roll is successful, all penalties are permanently removed for the secondary use of that weapon. (see the Off-Hand Weapon Use table in Combat). In addition, the non-ambidextrous practitioner can use the weapon faster in the off-hand, and thus is given more time than the usual 5 seconds. For each 20% of the skill, the practitioner gains 1 additional second. The off-hand bonus cannot cause the total time to exceed 10 seconds (just as ambidextrous characters).

Situation	Skill Modifier	Learn time before skill roll
With a Teacher	+20%	16 hours
With a Partner	+0%	32 hours
On Own	-20%	64 hours
In Battle	-40%	After every battle

**Notes:** May not be used as a non-acquired skill.





## SEVER

**Attributes:** Strength, Agility

**Rating:** 17

**Start Bonus:** 1d10%

**Time:** Weapon Speed +2 Secs.

**Restricted:** Yes

**Learn Time:** N/A

**Description:** The capacity to sever a limb or the neck with a sharp weapon.

**General Usage:** The skill user rolls to hit and strikes normally with a sharp weapon, adding two seconds to the roll. If the Sever skill roll is successful and the following conditions are met, the strike causes the limb or head to be removed from the remainder of the body (a severed neck results in death).

- 1) The practitioner must hit the intended target dead center (with modifiers).
- 2) An amount of damage equal to or greater than 1/2 the body area's maximum Endurance must be done to the body area as a result of a single attack.
- 3) The total armor value for the body area must be below 50 points before the strike.
- 4) The being must be flesh in the body area struck (not metal, stone, wood, etc.).

**Special Notes:** This skill can be combined with skills like Focused Attack or Critical, but each adds to the time needed to strike.



## SHIELD PARRY

**Attributes:** Strength, Agility

**Rating:** 10

**Start Bonus:** 4d6%

**Time:** Varies

**Restricted:** No

**Learn Time:** 36 Hours

**Description:** The ability to block a melee or missile weapon with a shield or buckler.

**General Usage:** The skill user places the shield in the way of the incoming blow and rolls the skill roll. If successful, the damage from the blow is transferred to the shield. If a being makes his Shield Parry roll by 1/2 or more, then a soft parry is automatically successful, causing only 1/2 the damage to be applied to the shield. If the damage applied against the shield is great enough to penetrate the shield and the armor below (forearm holding shield), then damage applies to the body area of the practitioner.

Shield Size	Time	Shield Parry (Melee Modifier)	Shield Parry (Missile Modifier)
Buckler	1 second	-20%	-40%
Small	1 second	-10%	-20%
Medium	1 second	+0%	+0%
Large	2 seconds	+10%	+20%
Body	2 seconds	+20%	+40%

## SLAY

**Attributes:** Strength, Agility

**Rating:** 18

**Start Bonus:** 1d10%

**Time:** Weapon Speed +3 Secs.

**Restricted:** Yes

**Learn Time:** N/A

**Description:** The capacity to kill a living being with a single blow.

**General Usage:** The skill user rolls to hit and strikes a vital body area adding three seconds to his weapon speed. A successful skill roll under the following conditions causes death in the opponent:

- 1) The practitioner must hit the intended target dead center (with modifiers), in a vital body area.
- 2) An amount of damage equal to or greater than 1/2 the body area's maximum Endurance must be done to the body area as a result of a single attack.
- 3) The total armor value for the body area must be below 50 points before the strike.
- 4) The being must be flesh in the body area struck (not metal, stone, wood, etc.).

**Special Notes:** This skill can be combined with skills like Focused Attack or Critical, but each adds to the time needed to strike. May not be used as a non-acquired skill.

## STUN

**Attributes:** Strength, Agility

**Rating:** 14

**Start Bonus:** 2d6%

**Time:** Weapon Speed +2 Secs.

**Restricted:** No

**Learn Time:** 52 Hours

**Description:** The ability to knock someone senseless in a single blow.

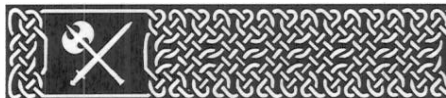
**General Usage:** The skill user takes a blunt object (fist, knee, etc.) or a blunt weapon (or part of a weapon) and strikes a living being in a vital area. The skill user rolls to hit and strikes normally, adding two seconds to the roll. An attained Stun skill roll plus the following conditions causes the being to fall prone and remain so for 1d6 minutes.

- 1) The practitioner must hit the intended target dead center (modifiers included).
- 2) An amount of damage equal to or greater than 1/2 the body area's maximum Endurance must be done to the body area as a result of a single attack.
- 3) The total armor value for the body area must be less than 50 points before the strike.
- 4) The being must be flesh in the body area struck (not metal, stone, wood, etc.).

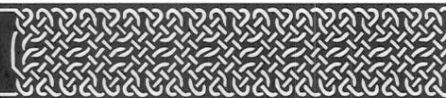
**Notes:** The target still takes whatever damage the blow delivered and may suffer one of the effects listed for vital areas in the combat section. The practitioner may wish to pull his blow (see Combat) to avoid killing the victim when using a heavy weapon.

**Special Notes:** This skill can be combined with skills like Focused Attack or Critical, but each will add to the attack's weapon speed.





## combat skills



### SWEEP

**Attributes:** Agility  
**Start Bonus:** 2d6%  
**Restricted:** Yes

**Rating:** 14  
**Time:** See Below  
**Learn Time:** N/A

**Description:** Allows the combatant to consecutively strike multiple opponents with a melee weapon within his reach.

**General Usage:** The practitioner rolls to hit the first opponent normally. For each additional opponent, the practitioner must successfully make a Sweep roll at a cumulative -5% penalty. It takes one second to attempt to hit each opponent included in the sweep, beyond the normal weapon speed.

### TRAP WEAPON

**Attributes:** Strength, Agility  
**Start Bonus:** 2d6%  
**Restricted:** No

**Rating:** 14  
**Time:** 2 Seconds  
**Learn Time:** 48 Hours

**Description:** The ability to pin an opponent's weapon, either against a surface, with another weapon or against one of the practitioner's limbs.

**General Usage:** Weapon contact must first be made; this can occur in the normal course of combat, either through a successful parry from the practitioner or the opponent. If one of these circumstances does not occur, the practitioner may try and actively make contact with the opponent's weapon through a successful roll to hit. Once contact has been established, the practitioner makes a contest of his Trap Weapon skill versus the opponent's Weapon Knowledge skill. If the practitioner wins, then the opponent must spend the 2 seconds locked in the contest with the practitioner, and at the end of this time, his weapon is considered trapped. If the opponent wins, then only the practitioner spends the contest time, and the opponent frees his weapon and can act normally during the 2 seconds. If a Trap Weapon is successful, the opponent's weapon is then pinned until the retrieval condition is met by the victim. One attempt to retrieve a trapped weapon may be made per 5 seconds. The Retrieval condition is an attribute contest based on the surface against which the weapon is pinned:

*Victim (-40%):* Opponent's Agility vs. practitioner's Strength.

*Ground (-30%):* 1/2 Opponent's Strength vs. practitioner's Strength.

This works only if victim's weapon is 3' or longer.

*Self/Grab (-20%):* Opponent's Strength vs. practitioner's Strength.

*Wall (-10%):* Opponent's Agility vs. practitioner's Strength.

*Weapon:* Opponent's Strength vs. practitioner's Strength.

*Two Weapons (+10%):* Opponent's Strength vs. practitioner's Strength at +10%.

*Special Weapon (+30%):* Opponent's Strength vs. practitioner's Strength at +20%. This includes the ball and chain, bolo, flail, hooked-net, main gauche, nunchaku, parrying dagger, sai, sword breaker, trident and whip.

**Special Usage:** A weapon trapped by the user's limb or with a parrying dagger, sai, or sword breaker can be broken if it is pinned for an entire 10 seconds and the skill user makes a 1/2 Strength save or a Force skill roll. This does not apply to magical weapons.

**Notes:** The practitioner must have a way to hold the weapon, such as a hard surface or a weapon designed to trap another weapon, such as one of those listed above. Second attempts against the same opponent are at 1/2 skill roll. This is also true if the opponent has seen the practitioner even attempt the skill.

### TRIP

**Attributes:** Strength, Agility  
**Start Bonus:** 2d10%  
**Restricted:** No

**Rating:** 12  
**Time:** 3 Seconds  
**Learn Time:** 48 Hours

**Description:** The ability to force someone off balance.

**General Usage:** The practitioner must be within 10' of her opponent. She shoves, trips, kicks, pulls or hits the victim in such a way as to cause the victim to fall down prone. First, the skill user must roll a 10 or better to hit on a d20 (modifiers apply). The practitioner must win a contest of his Trip skill versus the opponents Agility to execute a successful Trip. If the opponent has seen the practitioner attempting to Trip other beings in the same combat, or the practitioner has attempted to Trip the opponent before, the skill chance is halved.



### WEAPON KNOWLEDGE

**Attributes:** Agility  
**Start Bonus:** 2d10%  
**Restricted:** No

**Rating:** 11  
**Time:** Varies  
**Learn Time:** 44 Hours

**Description:** The ability to learn and use a weapon and the recognition of the quality of weapons.

**General Usage:** A practitioner may be proficient in one weapon for every full 10% of the skill chance (the weapon must be on the list of weapons useable by the character's class). The Weapon Knowledge chance also determines the penalties applied whenever using a weapon with which one is not proficient.

Weapon Knowledge Chance	Non-proficiency penalty
01-10%	-11 to hit, -55% to combat skills
11-20%	-10 to hit, -50% to combat skills
21-30%	-9 to hit, -45% to combat skills
31-40%	-8 to hit, -40% to combat skills
41-50%	-7 to hit, -35% to combat skills
51-60%	-6 to hit, -30% to combat skills
61-70%	-5 to hit, -25% to combat skills
71-80%	-4 to hit, -20% to combat skills
81-90%	-3 to hit, -15% to combat skills
91-100%	-2 to hit, -10% to combat skills
101-199%	-1 to hit, -5% to combat skills
200%	No penalty



In order to become proficient with the weapon, the character must train with it. Training can consist of sparring or target practice with someone who has the weapon proficiency, or just practicing with the weapon on one's own. In stress situations, such as combat, the GM may rule that having used the weapon out of necessity might afford a skill roll (after the situation) to gain proficiency with that weapon.

Situation	Skill Modifier	Learn Time Before Skill Roll
With a teacher	+20%	16 hours
With a partner	+0%	32 hours
On own	-20%	64 hours
In battle	-40%	After every battle

A character may start out the game with as many proficiencies as the skill chance allows without having to roll.

**Special Usage:** The practitioner can make a Weapon Knowledge roll when examining a weapon to determine its quality. The roll is made at 1/2 chance if the character does not have a proficiency in the weapon. This can help the character to avoid being ripped off by someone selling a poor quality weapon, or recognize a deal on high quality weapon.

**Notes:** This skill is required in order to use the weapons listed under "Weapons Useable" for a class. If the character does not take the skill, such as with a dual classed character, then she may only use the weapons from the class for which she has Weapon Knowledge.

## WEAPON LORE

**Attributes:** Agility, Knowledge    **Ratmg:** 17  
**Start Bonus:** 1d10%    **Time:** Varies  
**Restricted:** Yes    **Learn Time:** N/A

**Description:** Practitioners of this skill are melee weapon experts.  
**General Usage:** This ability allots the following benefits:

- 1) The skill user can gain proficiency in a melee weapon by making a Weapon Lore roll in addition to a Weapon Knowledge roll when the new weapon is to be learned.
- 2) The user is afforded a +2 to hit, +4 damage, +10% to melee-related combat skills and -1 weapon speed for all melee weapons (not to exceed minimum weapon speed).
- 3) The weapon lorist can specialize in one or more melee weapons. When the skill is first acquired, one melee weapon is chosen to specialize in without a skill roll (the weapon lorist must first have a proficiency in a melee weapon before he can specialize in it). Thereafter, every Practitioner Title gained, a Weapon Lore skill roll can be made to specialize in a new melee weapon with which the user is proficient. Melee weapon specialization affords the following bonuses:
  - a) The lorist attacks at one higher attack skill (unless already attacking as a master).
  - b) +3 to hit, +6 damage, and +20% to combat skills with the weapon, and -2 weapon speed (not to exceed minimum weapon speed). This bonus replaces the bonus listed in #2.

If the practitioner chooses not to attempt a melee weapon specialization at a particular Practitioner Title, a +10% bonus is afforded to the next roll. This bonus is cumulative. Two skipped Practitioner Titles would afford a +20%, 3 would be +30%, etc.

**Notes:** This skill may not be used as a non-acquired skill.

## WEAPON PARRY

**Attributes:** Strength, Agility    **Ratmg:** 12  
**Start Bonus:** 2d10%    **Time:** See Below  
**Restricted:** No    **Learn Time:** 48 Hours

**Description:** The practitioner uses a wielded weapon to deflect or block an attack from another melee weapon.

**General Usage:** A wielded melee weapon is positioned to deflect or block an attack from another melee weapon. A successful skill roll determines that the attack was stopped and damage is instead applied to the weapon used to Weapon Parry. If a being makes a Weapon Parry roll by 1/2 or more, then a soft parry is successful and only 1/2 damage is applied to the weapon. Thrusting attacks that are parried do no damage to the weapon (only smashing and cutting damage applies to the weapon).

**Special Uses:** If two crossed weapons are used simultaneously to Weapon Parry, then the damage from the attack must exceed the combined object thresholds of both weapons before they are damaged (see Combat). Weapon Parry can be used against hurled weapons at 1/4 skill chance, but not projectiles (see Shield Parry for parrying projectiles).

**Notes:** The normal time to execute this skill is 1/2 the weapon speed. However, the minimum time needed to use this skill is two seconds, with the exception of one second weapons, which only require one second to Weapon Parry.





## Disciplined Skills



### ACROBATICS

**Attributes:** Agility  
**Start Bonus:** 2d6%  
**Restricted:** Yes

**Rating:** 16  
**Time:** Varies  
**Learn Time:** N/A

**Description:** Allows the practitioner to jump, leap or spring off of a surface in a controlled manner, or perform maneuvers such as a flips and cartwheels.

**General Usage:** The following acrobatic maneuvers may be performed:

**Evade/Duck (Rating 16 / +0%):** This maneuver allows the practitioner to twist, turn, roll or duck away from a melee attack, greatly reducing the chance to be hit.

*Time:* 2 seconds; -6 to defensive adjustment.

**Body Feint (Rating 18 / -10%):** With this move, the charging practitioner appears to be passing the opponent on one side but suddenly shifts to the other. If successful, this causes the opponent's weight to shift in the opposite direction that the practitioner is moving, and the practitioner charges by on the opponent's flank. If the practitioner wishes to attack with this move, it must be timed with the weapon speed, but the practitioner actually ends up behind the opponent and thus may strike at his back, gaining all bonuses for attacking from behind. The practitioner loses much of his momentum in this maneuver so damage for the strike is not doubled. Success is determined by a contest of the Acrobatics skill versus the victim's Agility save. Regardless of the outcome, the practitioner is unable to do double damage for the charging attack.

*Note:* If the opponent is attacking the practitioner at the moment when this move is executed, the blow will miss if the practitioner wins the contest. If the opponent wins, the practitioner takes the full strength of the blow.

*Time:* 1 second (during the moment of engagement in a charge).

**Jump Run (Rating 14 / +10%):** If successful, the practitioner jumps directly into a jog. He then can run in the following second, effectively skipping the walking stage of the walk, jog, run speed acceleration.

*Time:* 1 second from stationary to jogging speed.

**Jump Stop (Rating 15 / +5%):** The practitioner can come to a complete stop from a jogging pace. If successful, the walking stage is completely skipped during the run, jog, walk slowdown. This maneuver replaces the usual Agility saves and movement restrictions required (see Movement in the Combat section).

*Time:* Instant.

**Jump Turn (Rating 17 / -5%):** The practitioner can perform one 45 degree turn at running speed (per second) or one 90 degree turn at jogging speed (per second). Both of these actions require a successful skill roll. This maneuver replaces the usual turning rules and saves required (see Movement in the Combat section).

*Time:* 1 second.

**Spring (Rating 12 / +20%):** May spring off one surface per Practitioner Title when being attacked. (One when first acquiring, then two at the next Practitioner Title and so on.) The practitioner may flip off of one surface per second, and each surface affords the practitioner -1 to be hit. The practitioner adds up these move

times and defensive bonuses, but the modifier resets after an opponent has made an attack or the practitioner fails a skill roll.

*Time:* (Expanded rule) The springs are executed during the action time of an opponent's attack.

*Example:* An Acrobat starts to bounce around his opponent, and executes three spring moves. This takes three seconds, all which occur during the action time of his opponent's attacks. The opponent makes a swing at -3 to hit. He misses but the penalties now reset to zero for that opponent. If the Acrobat had failed any of his spring skill rolls, the penalty would have reset to zero then as well.

**Backflip Attack (Rating 18 / -10%):** May attack two engaged opponents with weapons that can attack in two seconds or less, no matter where the opponents are in relation to the practitioner. For example, a backflip attack can be made even if one opponent is facing the practitioner and the other is behind the practitioner (as long as both are in attack range).

*Time:* 2 seconds.

**Wall Boost (Rating 14 / +10%):** May use a wall to boost the height of a standing jump by double the normal height.

**Double Wall Boost (Rating 18 / -10%):** Can continue jumping up two walls within the skill user's height apart. Each jump adds one additional second and lifts the skill user his vertical jump distance higher. Each jump after the first requires a Strength save. If a skill roll or Strength save is failed, the practitioner falls.

**Overjump (Rating 17 / -5%):** Can leap over or around one opponent to land behind her in two seconds. The practitioner can only jump over opponents which are no taller than the practitioner's height plus the practitioner's upward leap distance. The opponent must make a Perception test at twice his normal chance in order to realize what is happening, and turn around in time to be facing or to attack the practitioner. Otherwise, the practitioner lands behind the opponent, and at that time the opponent may begin turning. This skill can be combined with the Leap skill.

*Time:* 2 seconds.

**Spin Attack (Rating 18 / -10%):** The practitioner spins while attacking, gaining +1 to hit and +1 damage per die to any attack. This cannot be combined with the spinning maneuver of the Martial Knowledge skill.

*Time:* per weapon speed. (Expanded Rule) Action time of weapon.

**Running Overjump (Rating 20 / -20%):** The practitioner runs and jumps, doing a forward flip in midair and may jump over multiple opponents. The distance jumped is equal to the practitioner's running jump distance (see Characteristics). The practitioner must be at running speed to execute this maneuver. While in the air, the practitioner is at -4 to be hit, in addition to his defensive adjustment. The practitioner may Weapon Parry while in the air at a 1/2 Weapon Parry skill roll.

*Time:* 2 seconds plus time to get to running speed. The height of the jump is the same as Overjump (above). This skill can be combined with Leap.

**Cartwheel, Dance, Handstand, etc. (Rating 16 / +0%):** These skills are mainly used in performance. Mostly they look cool, but the practitioner may be able to find creative uses. The GM may allow any other interesting moves that the player thinks of here, but these generally allow no combat bonuses.

*Time:* Varies, generally 1 or 2 seconds.

**Notes:** Acrobatics practitioners take only 1-3 seconds to jump to their feet rather than the usual 2-7 (1d6+1). This does not require a skill roll.





## BALANCE

**Attributes:** Agility **Rating:** 12  
**Start Bonus:** 2d10% **Time:** Varies  
**Restricted:** No **Learn Time:** 40 Hours

**Description:** Allows the successful skill user to balance his center of gravity to walk a tightrope, narrow ledge, etc.

**General Usage:** One roll must be made per minute of balancing. In situations where the skill user is required to make an Agility save to avoid losing footing or balance, she can elect to make a Balance skill roll first. Success indicates no Agility save is required, otherwise an Agility save can still be rolled.

**Notes:** A character can make a Balance skill roll to regain her feet in 1-3 seconds rather than the usual 2-7 (1d6+1) seconds.

## BODY CONTROL

**Attributes:** Wisdom **Rating:** 15  
**Start Bonus:** 2d6% **Time:** Varies  
**Restricted:** Yes **Learn Time:** N/A

**Description:** Enables the practitioner to enter a meditative trance and then take more direct control of her body and psyche.

**General Usage:** The practitioner relaxes her entire body and then attempts one of the actions described below. It takes only 10 seconds to drop into the trance, but each effect takes an additional amount of time to execute. See below for the various effects that can be accessed from within the trance.

**Catonia (10 seconds):** Appear dead, almost no pulse (one per 30 seconds), extremely shallow breathing. Can last up to one day per Goal of the practitioner.

**Free Mind (1 minute):** Entering into this state allows the being to know she is being controlled or is insane, and also allows an additional roll to escape the control effect (Control Resistance or Will Force save depending on situation).

**Heal (1 minute):** Heals 1d4 per Practitioner Title to any body area the practitioner chooses. One such attempt may be made per Practitioner Title per day.

**Reduce Fatigue (10 minutes):** Allows the character to go without food, water or rest for one full day per Practitioner Title and suffer no ill effects. Equal time of drinking, eating, and sleeping must pass before this is used again.

**Reduce Pain (10 minutes):** All damage received over the next hour is reduced by 1/2. The character is also immune to the effects of shock for one full hour and cannot have concentration broken by damage (as with spell casting).

**Notes:** If the character is mentally contacted during the Body Control, the trance is broken, otherwise the character remains in the trance.

## BREAK FALL

**Attributes:** Agility **Rating:** 16  
**Start Bonus:** 2d6% **Time:** 2-5 Seconds  
**Restricted:** No **Learn Time:** 32 Hours

**Description:** Allows the practitioner to fall in such a way as to avoid or lessen injury.

**General Usage:** A successful skill roll is required. If the skill roll is made, damage is reduced by one point per damage die, and 20 feet is added to the distance the practitioner may fall before starting to calculate damage.

**Notes:** The practitioner may use devices or aids to further lessen damage such as blow bags, soft trees, etc. at Game Master discretion. Each such object requires a skill roll and can reduce damage by adding 10-40 more feet to falling distance allowed before any damage is calculated.

**Special Notes:** Alternately, a successful skill roll will allow the practitioner to break his fall on one or more beings that may be underneath him. Damage is calculated normally and then for each damaged area of the practitioner 1/2 of the damage from the fall is applied to a random area on the being who softened the fall. This step is repeated for each area damaged.

## CHARMING

**Attributes:** Appearance, Charm **Rating:** 13  
**Start Bonus:** 2d10% **Time:** Varies  
**Restricted:** No **Learn Time:** 52 Hours

**Description:** Through use of this skill the character can influence another's actions and outlook.

**General Usage:** The skill user speaks to the intended victim, framing speech in tone and content pleasing to the victim. The practitioner then makes known what she wishes of the character, sometimes even making it seem that the victim brought up the particular issue. A Control Resistance by the victim negates any effects and allows the victim to realize what the practitioner is trying to do.

Suggestion or Appearance	Skill Modifier	Time
Appear likable	+15%	1 minute
Appear knowledgeable	+10%	1 minute
Appears to be same alignment	+5%	10 minutes
Victim divulges information	+0%	30 minutes
Victim will do a favor	-5%	45 minutes
Victim will face a dangerous situation	-10%	1 hour
Victim will give special item or items	-15%	3 hours
Victim will face danger alone for user	-20%	6 hours
Victim will face death for user	-25%	1 day

**Special Uses:** A successful Charming roll after one minute of speaking to a victim allows a simple positive reaction to the skill user. This affords a -10% Control Resistance to spells, skills, and powers of controlling other than Charming. In addition, all judgments against the skill user are increased by 10%. For example, the character is standing before a magistrate about to be convicted of petty theft. The GM awards a 60% chance of guilty verdict based on the evidence against the skill user, reducing the chance of guilty verdict to 50%.

**Notes:** Each successful Control Resistance made against Charming by a particular opponent affords that opponent a permanent +5% cumulative adjustment against further attempts from the practitioner. Eventually a victim is so suspicious that no Charming attempt will work.







## CONVERT

**Attributes:** Wisdom, Will Force **Rating:** 17  
**Start Bonus:** 1d10% **Time:** Varies  
**Restricted:** No **Learn Time:** 68 Hours

**Description:** An ability to permanently alter another's perception.  
**General Usage:** The skill user spends a great deal of time speaking to the victim of this skill, attempting to alter his point of view. After a period of time the victim makes a Control Resistance or makes the change dictated by the skill user. It takes one hour per Will Force point of the victim to attempt a Convert.

*Lifestyle (+5%):* Eating or sleeping habits.

*Belief (+0%):* Belief in one thing changes (cheating is no longer wrong, etc.).

*Worship (-5%):* Change deity.

*Ethics (-10%):* Completely change ethics (alignment).

**Notes:** Each successful Control Resistance made against Convert by a particular opponent affords that opponent a permanent +10% cumulative adjustment against further attempts by the practitioner. Eventually, a victim is so suspicious that no attempt to use Convert will work.

## CONVINCE

**Attributes:** Wisdom, Will Force **Rating:** 17  
**Start Bonus:** 1d10% **Time:** Varies  
**Restricted:** No **Learn Time:** 68 Hours

**Description:** An ability to temporarily alter another's perception.  
**General Usage:** The skill user spends a great deal of time speaking to the victim of this skill, attempting to alter her point of view. After a period of time the victim makes a Control Resistance or makes the change prescribed by the skill user. It takes one minute per Will Force point of the victim to attempt a Convince. The effect of Convince lasts one hour per Will Force point of the practitioner. The modifiers to this skill are identical to those of the skill Convert, above.

**Notes:** Each successful Control Resistance made against Convince by a particular opponent affords that opponent a permanent +5% cumulative adjustment against further attempts by the practitioner. Eventually, a victim is so suspicious that Convince will no longer work.

## FORCE

**Attributes:** Strength **Rating:** 14  
**Start Bonus:** 2d6% **Time:** Varies  
**Restricted:** No **Learn Time:** 56 Hours

**Description:** The ability to push one's strength beyond its normal limits to produce almost superhuman results.

**General Usage:** The user concentrates on the desired outcome and mentally prepares herself. Force is applied, then a skill roll determines success.

**Notes:** Some example uses: bending bars, lifting beyond normal load (Strength), ripping a door off its hinges, etc.

**Special Notes:** The GM is arbitrator on situations that may or may not allow a Force skill to be applied. There are only two combat uses of this skill, each of which takes two seconds to execute:

1) Force can be used to increase twisting damage done from a weapon lodged in an opponent (see Special Injury Effects in the Combat sec-

tion for twisting damages). This use adds two seconds to the normal three seconds that twisting a weapon takes.

2) To aid in a contest of Strength, as during a grappling maneuver. The practitioner makes a Force roll and records the amount by which he made the roll. He then makes his Strength roll for his contest of Strength, recording by how much he made the roll. He then adds the two numbers together to generate his total success for the contest. Contests of Strength vary by action, but Force should add an additional two seconds to any maneuver. Other than these usages, Force cannot be used to increase damage in combat or do additional damage with an attack (see Focused Attack and Critical for that ability).

## HORSEMANSHIP

**Attributes:** Agility, Will Force **Rating:** 15  
**Start Bonus:** 2d6% **Time:** Varies  
**Restricted:** No **Learn Time:** 60 Hours

**Description:** The ability to handle a trained war-mount in a precise manner.

**General Usage:** A skill roll is made to complete the following maneuvers or to produce the following results. Before these maneuvers can be performed, some familiarization with the animal is required: one week and a successful skill roll will suffice.

- 1) Quick stop from a full gallop (3 seconds).
- 2) Perform a standing quick turn by spinning on rear legs (2 seconds).
- 3) Backup the riding beast (1/4 movement speed).
- 4) Make a mount enter a combat situation, including stomping, kicking and biting (1 second for engagement).
- 5) Skill chance is added to Agility saves to prevent from being thrown (constant).
- 6) No penalties on a horse while using a polearm in which the skill user has proficiency (constant).
- 7) Prevent mount from being spooked (constant).
- 8) Call mount from a distance with a signal (3 seconds for the signal).
- 9) Cause mount to jump over an obstacle swung or thrust at its legs.  
This maneuver is effectively a Feint for the mount (1 second).

**Special Use:** The skill can be used to calm an upset mount and to stay mounted when the beast jumps or attempts to throw the practitioner.

**Notes:** Flying warmounts decrease the skill chance by -20%. Sapient warmounts increase the skill chance by +20%.

## INTIMIDATION

**Attributes:** Will Force **Rating:** 14  
**Start Bonus:** 2d6% **Time:** Varies  
**Restricted:** No **Learn Time:** 60 Hours

**Description:** The ability to use training, implied threat and a steady gaze to overwhelm lesser opponents.

**General Usage:** The skill user utilizes a display of ability, physical prowess, powerful words, nasty looks or taunts to incite another person into action. The practitioner uses bullying tactics appropriate to the result desired in the individual. Player characters of lesser Class Title must make a Will Force save while Game Master Characters must make a contest of Morale versus the practitioner's Intimidation skill. Failure indicates that the character backs down or submits to the action of the practitioner.



## LEAP

**Attributes:** Agility **Rating:** 10  
**Start Bonus:** 4d6% **Time:** 2 Sec. + Movement Time  
**Restricted:** No **Learn Time:** 32 Hours

**Description:** The ability to extend the distance of a jump through acrobatic techniques.

**General Usage:** The skill user jumps and then makes a skill roll. If the skill roll is successful, she adds the following additional distance to a running jump, a standing jump or an upward leap:

**Running jump:** +2 feet for each 20% of the skill chance.

**Standing jump:** +1 foot for each 20% of the skill chance.

**Upward leap:** +1/2 foot for each 20% of the skill chance.

All other movement rules apply as normal. Failure indicates no additional distance is added. A successful Leap skill roll negates the need for the usual Agility save when jumping.

## MARTIAL KNOWLEDGE

**Attributes:** Strength, Agility **Rating:** 16  
**Start Bonus:** 2d6% **Time:** Varies  
**Restricted:** No **Learn Time:** 64 Hours

**Description:** The ability to use one's body as a weapon and for defense.

**General Usage:** Martial Knowledge is divided into four arts, each with its own advantages and weaknesses. The skill practitioner must have chosen a "martial art" or had one chosen for her by the Game Master in order to use this skill. The practitioner then picks an attack, defense, move, or combination and attempts it based on its rating. If an attack was required as part of the move, the skill user must first strike her opponent. Skill roll Failure indicates the move was not successful. In the case of unsuccessful martial attacks, 1/2 damage is still done if the roll to hit was successful. The example martial disciplines are outlined in the separate table below.

OFFENSIVE	DEFENSIVE	BALANCED	CONTACT
<b>Attacks:</b> Martial Punch Martial Kick Elbow Smash Knee Smash Head Butt Heel Strike Rake Finger Punch <b>Blocks:</b> Arm Block Leg Block <b>Moves:</b> Jump Spinning Sweep Snap Tension Double Attack	<b>Attacks:</b> Martial Punch Martial Kick Counter Punch Counter Kick Scissor-Strike <b>Blocks:</b> Arm Block Leg Block Body Block <b>Holds:</b> Half Neck Full Neck <b>Moves:</b> Arm Leg <b>Moves:</b> Jump Immovable Stance Spinning Sweep	<b>Attacks:</b> Martial Punch Martial Kick Elbow Smash Knee Smash Heel Strike <b>Blocks:</b> Arm Block Leg Block <b>Holds:</b> Half Neck Arm Leg <b>Moves:</b> Jump Flying Spinning Sweep Snap	<b>Attacks:</b> Martial Punch Elbow Smash Knee Smash Head Butt <b>Blocks:</b> Arm Block Body Block <b>Holds:</b> Half Neck Full Neck Arm Leg Torso <b>Moves:</b> Jump Flying Spinning Sweep

### Martial Arts

**Offensive:** This discipline relies mainly on moves, combinations and attacks to put the opponent down by overwhelming force. These martial artists are often considered brutal in their methods.

**Defensive:** The discipline of using an opponent's attacks and movement against him. Offensive attacks are limited and this discipline promotes incapacitation of an opponent. A defensive martial artist waits for the combat to come to her and does not seek out confrontation.

**Balanced:** A situational discipline that provides a mix of attacks, defenses, holds and moves to be used as necessary to survive a combat. The balanced martial artist is a master of the moment.

**Contact:** This discipline is about engaging the opponent at extremely close range. These martial artists jump into combat and prefer to quickly overwhelm their opponents by physical force instead of physical damage.

### Attacks

Attacks use body parts, notably hands and feet, against an opponent in a damaging way.

**Martial Punch (Rating 10 / +30%):** Using the edge of the hand or the knuckles to strike an opponent. Type: smashing, speed: 3 seconds (2 min), damage: 2d4+Strength damage modifier.

Notes: If the opponent is armored in metal in the area struck, 1-2 points of damage is applied against the skill user's hand or hand armor.

**Martial Kick (Rating 12 / +20%):** Using the edge of the foot to strike an opponent.

Type: smashing, speed 4 seconds (2 min), damage: 2d6+Strength damage modifier.

Notes: If the opponent is armored in metal in the area struck, one point of damage is applied against the skill user's foot.

**Elbow Smash (Rating 11 / +25%):** Using the elbow against an opponent.

Type: smashing, speed 3 seconds (2 min), damage: 2d4+2+Strength damage modifier.

Notes: If the opponent is armored in metal in the area struck, 1-2 points of damage is applied against the skill user's forearm.

**Knee Smash (Rating 13 / +15%):** Using the knee to smash an opponent.

Type: smashing, speed 4 seconds (2 min), damage: 2d6+2+Strength damage modifier.

Notes: If the opponent is armored in metal in the area struck, one point of damage is applied against the skill user's thigh.

**Head Butt (Rating 12 / +20%):** Using the head to strike an opponent's head.

Type: smashing, speed 3 seconds (2 min), damage: 1d6+2+Strength damage modifier.

Notes: If the opponent is armored in metal in the area struck, 1-3 points of damage is applied against the skill user's head.

**Heel Strike (Rating 14 / +10%):** Using the heel of the hand to strike an opponent in an upward direction.

Type: smashing, speed 3 seconds (2 min), damage: 2d4+4+Strength damage modifier.

Notes: If the opponent is armored in metal in the area struck, one point of damage is applied against the skill user's hand.

**Rake (Rating 15 / +5%):** The hand tightened into a claw and raked against the opponent. This only works against body areas that are protected by 6 or less points of armor.

Type: cutting, speed 3 seconds (2 min), damage: 3d4+1+Strength damage modifier.

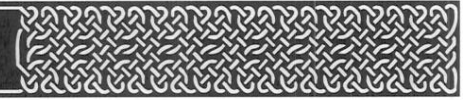
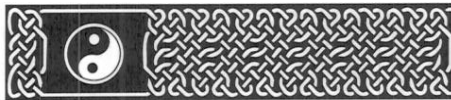
Notes: If the opponent is armored in metal in the area struck, 1d4 points of damage is applied against the skill user's hand or hand armor.

**Finger Punch (Rating 15 / +5%):** The fingers of a hand are held in a rigid fashion and jabbed quickly against a lightly armored area. This only works against body areas that are protected by 6 or less points of armor.

Type: thrusting, speed 2 seconds (1 min), damage: 1d4+2+Strength damage modifier.

Notes: If the opponent is armored in metal in the area struck, 1d4 points of damage is applied against the skill user's hand.

**Counter Punch (Rating 12 / +20%):** Just as a normal Martial Punch, applied only if the opponent has just attacked. It uses opponent's momentum to add one extra die of damage and increases damage by



+1 for each die rolled (including the added die).

Type: Otherwise, this skill is the same as Martial Punch.

**Counter Kick (Rating 14 / +10%):** Just as a normal Martial Kick, applied only if the opponent has just attacked. It uses opponent's momentum to add one extra die of damage and increases damage by +1 for each die rolled (including the added die).

Type: Otherwise, this skill is the same as Martial Kick.

**Scissor Strike (Rating 15 / +5%):** If the opponent has just swung her fist or used a weapon that is less than a foot long, this move may be tried on the opponent. It is treated like two martial punches, one against the arm and one against the forearm. If both are successful and the Scissor Strike skill roll is made, then damage is doubled for both areas, representing the elbow joint being severely damaged by the Scissor Strike.

### Blocks

Blocks are used to lessen damage from attacks and direct them away from vital areas.

**Arm Block (Rating 10 / +30%):** Allows the practitioner to use his forearm or arm to block an incoming blow. Speed 1 second.

Notes: If the skill roll is successful, 1/2 of the attacker's damage is applied to the arm or forearm used to block with.

**Leg Block (Rating 12 / +20%):** Allows the practitioner to use her thigh or shin to block an incoming blow. Speed 1 second.

Notes: If the skill roll is successful, 1/2 of the attacker's damage is applied to the thigh or shin used to block with.

**Body Block (Rating 14 / +10%):** Allows the practitioner to use his torso to turn aside an incoming blow. Speed 1 second.

Notes: If the skill roll is successful, 1/2 of the attacker's damage is applied to the torso used to block with.

### Holds

Each hold describes a way of grabbing and attempting to incapacitate an opponent. Only one hold maneuver may be attempted at any time.

**Half Neck (Rating 18 / -10%):** Often referred to as a half nelson; with this hold the skill user incapacitates the head, neck and one arm. The practitioner must win a contest of his Half Neck skill versus the opponent's Agility save to hold the opponent. The hold is difficult to escape from once achieved. The chance for the victim to escape once the hold is obtained is a contest of the practitioner's Half Neck skill rating versus 1/2 of either the opponent's Strength save or Agility save, whichever is greater. One attempt to escape can be tried every 3 seconds.

**Full Neck (Rating 20 / -20%):** Often referred to as a full nelson. With this hold the practitioner incapacitates the head, neck and both arms. The practitioner must win a contest of his Full Neck skill versus the opponent's Agility save to hold the opponent. The hold is difficult to escape from once achieved. The chance for the victim to escape once the hold is obtained is a contest of the practitioner's Full Neck skill rating versus 1/2 of either the opponent's Strength save or Agility save, whichever is greater. One attempt to escape can be attempted per 5 seconds.

**Arm (Rating 16 / +0%):** With this hold the practitioner immobilizes one arm. It is an easy hold to get and an easy one to escape from once achieved. The practitioner must win a contest of his Arm Hold skill versus 1/2 the opponent's Agility save to hold the opponent. The chance for the victim to escape once the hold is obtained is a contest of the practitioner's Arm Hold skill rating versus either the opponent's Strength save or Agility save, whichever is greater. One attempt to escape can be attempted per 3 seconds.

**Leg (Rating 17 / -5%):** This hold immobilizes one leg. It is a fairly easy hold to get and a fairly easy one to escape from once achieved. The practitioner must win a contest of his Leg Hold skill versus 1/2 the opponent's Agility save to hold the opponent. The chance for the victim to escape once the hold is obtained is a contest of the practitioner's Leg Hold skill rating versus either the opponent's Strength save or Agility save, whichever is greater. An attempt to escape can be tried every 4 seconds.

**Torso (Rating 18 / -10%; 20 / -20%; or 22 / -30%):** This hold is commonly referred to as a bear hug. With this hold the user can pin the opponent (stopping movement and incapacitating one or both arms). The three ratings listed are for attempting to hold the torso, the torso plus one arm, and the torso plus two arms respectively. It is difficult to extremely difficult to escape from once achieved. The practitioner must win a contest of his Torso Hold skill versus 1/2 the opponent's Agility save to hold the opponent. The chance for the victim to escape once the hold is obtained is a contest of the practitioner's Torso Hold skill rating versus either 1/4 of the opponent's Strength save or 1/4 of his Agility save, whichever is greater. One attempt to escape can be attempted per 5 seconds.

### Moves

These are special movements that enhance an attack or cause a special effect.

**Jump (Rating 14 / +20%):** For purposes of determining upward jumping distance, the Martial Artist is considered to be 2 higher than present Agility (racial maximums not applicable). It can be used to jump at an opponent during an attack. When added to an attack, it increases the rating and chance to hit by 2 (-10% chance) and adds one second to the attack but adds one additional dice damage +1 point to the attack or attacks. This can be applied to weapon attacks as well as martial attacks. There must be at least 5' distance between the skill user and the opponent before the move can be attempted. (See the Jump table in Characteristics.) This move cannot be combined with flying or spinning. Skill failure requires an Agility save to remain standing.

**Flying (Rating 16 / +0%):** For purposes of determining forward jumping distance the Martial Artist is considered to be 2 higher than present Agility (racial maximums not applicable). It can be used for a running jump at an opponent during an attack. When added to an attack, it increases the rating and chance to hit by 4 (-20% chance) and adds 2 seconds to the attack but doubles damage rolled. This can be applied to weapon attacks as well as martial attacks. There must be at least 10' distance between the skill user and the opponent before the move can be attempted. This move cannot be combined with jumping, which it replaces. Skill failure requires an Agility save to remain standing.

**Immovable Stance (Rating 17 / -5%):** The practitioner takes a rigid stance, perfectly balancing his center of gravity. While in this stance, the practitioner can add the amount by which he makes his Martial Knowledge skill roll to any contest of Strength in which someone or something (such as wind or waves) is attempting to displace the practitioner. No offensive maneuvers may be attempted and any defensive bonus of the practitioner is negated while in this stance. Time: 3 seconds.

**Spinning (Rating 15 / +5%):** Momentum is gathered in a circular fashion and applied to a martial attack or weapon attack. When added to an attack it increases the rating and chance to hit by 2 (-10% chance) and adds 2 seconds to the attack but adds +2 damage per damage die rolled. Cannot be combined with flying or jumping. Skill failure requires an Agility save or 1-3 (1/2 of d6) additional seconds are lost.





**Sweep (Rating 14 / +10%):** An attack aimed at the opponent's legs to knock her off balance or to the ground. A hit roll is required by a martial kick. It takes 2 seconds longer than a normal Martial Kick but causes the opponent to save vs. Agility or fall to the ground and lose 2-7 (1d6+1) seconds standing up again.

**Snap (Rating 13 / +15%):** A specialized adjustment to martial attack, involving a quick attack with momentum used as force instead of strength. One second is subtracted from the martial attack, but no Strength adjustment can be applied to the martial attack. A martial attack may be reduced below its normal minimum speed by this method but will always take at least one second.

**Tension (Rating 15 / +5%):** Extreme muscle tension is stored and harnessed in the form of a stronger weapon or martial attack. It adds 2 seconds to attack but doubles Strength damage bonus, if any (or reduces the damage penalty for low Strength by 1/2).

Note: Strength damage bonus is only tripled when using the weapon with two hands during a Tension Attack.

**Double Attack (Rating 13 / +15%):** Allows the skill user to combine two martial punches or two martial kicks (kicks only if the user starts out as prone) into one roll to hit and one Martial Punch or Kick skill roll. Adds one second to the time used by each hand/foot.

**Notes:** All martial artists take only 1-3 seconds to jump to their feet rather than the usual 2-7 (1d6+1). This does not require a skill roll.

**Special Notes:** Availability of Martial Knowledge and various martial disciplines is at the discretion of the Game Master.

## MARTIAL LORE

**Attributes:** Agility, Wisdom

**Rating:** 18

**Start Bonus:** 1d10%

**Time:** Varies

**Restricted:** Yes

**Learn Time:** N/A

**Description:** The Martial Lore skill user is a master of all martial disciplines.

**General Usage:** The martial artist is less dependant on visual sensory organs to "see" opponents as he progresses in this skill. For every full 25% of the Martial Lore skill chance, the practitioner reduces his penalties when fighting blind or in the dark: +2 to hit with melee and missile weapons, +1 damage and +5% to combat skills. (These bonuses are applied to blindness modifiers. The practitioner does not gain additional bonuses once the blindness penalties are negated.) If 100% skill chance or greater exists, then the martial artist may gain his defensive adjustment when blind. This skill allows the martial artist to learn and then use any move outside of his normal Martial Knowledge discipline. A Martial Lore skill roll to learn the attack, block, hold or move can be made when the martial artist is exposed to Martial Knowledge disciplines other than his chosen one. It also grants a few additional attacks, blocks, holds and moves not normally available.

### Attacks

**Combined Attack (Rating 17 / +5%):** Allows the user to attack simultaneously with any two limbs against one or more opponents. Only the highest attack speed is subtracted from the skill user's available seconds in a round. This applies only to martial attacks. Separate to hit rolls and martial attack skill rolls are required.

**Stunning Head Blow (Rating 15 / +15%):** Two Martial Punches are combined to both sides of the head to increase likelihood of stunning. Both attack rolls are determined separately but the Martial Punch skill rolls are combined into one roll. If the Stunning Head Blow skill roll is made, the opponent takes the combined damage for both blows in the head and normal stunning chances (flesh damage taken x2%) are doubled to 4% per point of actual flesh damage taken.

**Eye Gouge (Rating 16 / +10%):** First, two simultaneous Finger Punches must be rolled to hit and their skill rolls made successfully. If either is successful, an Eye Gouge skill roll is attempted. Success equals permanently blinding in the eye where the Finger Punch was successful.

**Death Strike (Rating 20 / -10%):** This is a Rake attack against the opponent's throat (windpipe) or a Heel Strike or against the opponent's head (nose). The skill user must utilize Rake or Heel Strike to attempt this attack, and the area attacked must have 6 or less armor protection. If the attack succeeds and flesh damage is applied, the Death Strike skill roll is made to determine if the Martial Lore practitioner has caused immediate death in the victim. Practitioner must be within 2 feet of vertical height of the target and the target must be living and have a head or windpipe.

### Blocks

**Feather Block (Rating 14 / +20%):** Combined with any other block, adding +1 second. Once the block has been rolled successfully the feather block is rolled. If successful, no damage at all is taken from the block.

### Holds

**Crushing Hold (Rating 16 / +10%):** Combined with any successful hold. Does a total of 3d6 crushing damage plus Strength damage bonus to all pinned areas per full 5 seconds of successful hold.

### Moves

**Flip (Rating 18 / +0%):** This move allows the user to flip over and face a different direction or the same direction. During the flip the user cannot attack but is -4 to be hit. The move takes 2 seconds. If the skill roll fails, the skill user must make an Agility save to land on her feet.

**Wall Jump (Rating 15 / +15%):** Allows the skill user to use a wall within 3' as a spring board to jump, per the Jump or Flying moves, and adds an additional +2 to the calculation for agility to determine jumping distance.

**Notes:** A Martial Lore practitioner can combine Spinning with Flying or Jumping moves unlike Martial Knowledge practitioners.







## Disciplined skills

"I just don't understand why I am wasting my time learning this. Why can't I go over there, where the other students are learning how to fight?" Shun-Fu gave a sigh, with obvious frustration in his voice and a yearning look on his face.

"Before you learned to walk, you learned to crawl. Before you learned to run, you learned to walk. Each step was important and prepared you for the next one," stated Luo-Chen, Master of the Deadly Shou-Gen technique. "Watch Dao-Kun, for example. See his superior reflexes and strength as he evades the attacks of his opponent with ease? Now he executes a simultaneous strike to his adversary's head and groin, and then finishes him off with a back spinning kick to his face while he is doubled over."

"Master, he is very skilled!" exclaimed the young student, with a gleam in his eyes as he watched the sparring match.

"Yes, he is, but more importantly his mind is at ease and his spirit is centered. Before this match, he spent time meditating, which allowed him to be in harmony with himself. His mind is faster, his body is stronger and his spirit is indomitable. This is what I will teach you, young one. The other will come later, once you have mastered this technique."

"And will I be as great a warrior as Dao-Kun?"

Chuckling, Luo-Chen ran his hands across his shaven head. "Why compare? The only person you should compete with is yourself, for how will you improve walking in another's shadow? Now clear your mind and rid your spirit of impurities. We will try this again."

### MEDITATE

**Attributes:** Wisdom, Will Force

**Start Bonus:** 2d6%

**Restricted:** No

**Rating:** 14

**Time:** 10 Minutes

**Learn Time:** 56 Hours

**Description:** The ability to settle into a calm state of mind, focusing thoughts and removing anxiety.

**General Usage:** The practitioner closes her visual senses and sits or lies down. The thoughts are focused on nothingness, and a sense of well ease is formed as this is achieved. If the skill roll is successful, the following benefits are accrued:

- 1) A new Control Resistance towards any current controlling factors; a +10% Control Resistance for one hour.
- 2) +1 to hit and damage for one hour.
- 3) Current fatigue effects are reduced by 1/2. Fatigue effects for the next hour happen twice as slowly (one minute of fatigue is applied per two actual minutes).
- 4) Any temporarily lost attribute points are restored at a rate of 2 per hour. While a practitioner is completely at rest, temporarily lost attribute points return at a rate of one per 10 minutes.
- 5) The practitioner counts as having one Will Force rating point higher when defending against a hostile spell or effect which depends on Will Force, such as mental combat, the spell and invocation Hold, Possession, etc.

**Notes:** Meditate can be attempted no more than once per hour.

### SAIL

**Attributes:** Agility, Knowledge

**Start Bonus:** 4d6%

**Restricted:** No

**Rating:** 8

**Time:** Varies

**Learn Time:** 32 Hours

**Description:** This is the skill of sailing a vessel with the wind as a source of propulsion.

**General Usage:** The practitioner is only required to make a skill roll if sailing against or with the wind. A skill roll is also required to initially set a sail and to predict which tack will produce the best speed for the current wind and sea conditions. Failure against the wind indicates no movement, and sails must be reset. Failure parallel to the wind indicates 1/4 normal movement. Failure when setting a sail reduces the movement rate equal to the sail. If a ship has three equal-size sails and one was set improperly, then speed is reduced by 1/3. Success in choosing the best tack gives a x1/4 bonus to current movement until wind conditions, sea or bearing changes.

**Special Usage:** This skill can be utilized to avoid treacherous obstacles in the water. Should a sailor want to check the seaworthiness of a watercraft, a skill roll may be made after an inspection is completed.



### SLOW FALL

**Attributes:** Agility

**Start Bonus:** 2d6%

**Restricted:** Yes

**Rating:** 14

**Time:** Varies

**Learn Time:** N/A

**Description:** Allows the user to reduce or avoid damage from falling.

**General Usage:** The skill practitioner uses friction against a surface to lessen or nullify falling damage. The distance a character falls is treated as 1/2 the actual distance for purposes of computing damage, if a suitable surface and a skill roll is made (see the Master's Manual).

**Notes:** Falls over 40' require a surface of 90 degrees or less within a foot of the falling character, for the skill to have any chance of success. Surfaces that are slick or wet are unusable for this skill.

# DIVINE MAGICAL SKILLS

## ANIMAL SHAPE

**Attributes:** Knowledge, Piety      **Rating:** 16  
**Start Bonus:** 2d6%      **Time:** 2-7 Seconds  
**Restricted:** Yes      **Learn Time:** N/A

**Description:** A successful skill roll allows the user to assume the shape of a natural animal (creature type: *animal*) of his choosing. The user acquires all that animal's natural abilities and physical attributes yet retains his mental and mystical attributes, as well as his Charm. The character is also restricted from using physical skills that the animal would be physically incapable of.

**General Usage:** The skill user imagines the shape he will assume. One second into this process a transformation begins and is completed 1-6 seconds later. Clothing and other belongings fall off or burst, depending on whether the character has grown larger or smaller. When the transformation is complete, the skill user appears to be the animal in question.

**Notes:** If the character is killed while in animal form, the skill user's corpse reverts back to its true form. Most animals do not possess the vocal capabilities to allow the skill user to cast spells. The practitioner is limited in knowing one animal form per Goal.

**Special Notes:** If the character remains in animal form for longer than one day, he must make an attribute save for each of the retained attributes (mystical, mental, and Charm), or the practitioner's attribute is lowered until it matches that of the animal. Any attributes that are lowered will revert back after returning to true form, at a rate of one per hour (including Aura). If all attributes have lowered to animal form, the practitioner no longer remembers his true identity, and has become the animal. Only a Wish or a Dispel Divinity (with Piety Control equal to the skill rating or better) will cause the character to revert to true form after completely becoming the animal. The skill Animal Projection will never work on the practitioner, even if his mental attributes have been lowered to that of the animal's.

## AWAKEN PLANT

**Attributes:** Knowledge, Piety      **Rating:** 18  
**Start Bonus:** 1d10%      **Time:** 10 Minutes  
**Restricted:** Yes      **Learn Time:** N/A

**Description:** Allows the practitioner to give sapience and mobility to a plant.

**General Usage:** The skill user focuses thought and energy through ritual over the course of 10 minutes. The user imagines giving a small portion of her own personality to the plant, as a seed from which the plant's own unique sapience will spring. The focus of the skill must be at least the size of a bush (3' diameter). A brain case in proportion to the plant grows, and the plant wakes up. All plants gain the skill Life Sense (determine as a racial skill) whether they have vision or not. The plant also gains a magic voice box and a keen sense of hearing through vibration. Some larger plants gain other magical abilities. The plant has dim and clouded memories of its previous life as a non-sapient plant.

### Bushes/Shrubs:

3': Physical attributes: 2d4+2, mental and personal attributes: 2d4+3, mystical attributes: 5d4, -6 to Endurance, movement: 2 feet per 10 seconds.

6': Physical attributes: 2d4+3, mental and personal attributes: 3d4+3, mystical attributes: 5d4, -4 to Endurance, movement: 4 feet per 10 seconds.

9': Physical attributes: 2d4+4, mental and personal attributes: 3d4+4, mystical attributes: 5d4, -2 to Endurance, movement: 6 feet per 10 seconds.

12': Physical attributes: 3d4+3, mental and personal attributes: 4d4+3, mystical attributes: 5d4, Endurance plus 1d4 per foot of size over 12', movement: 6 feet per 10 seconds.

### Trees:

9': Physical attributes: 4d4+2, mental and personal attributes: 4d4+2, mystical attributes: 5d4, +3d10 to Endurance, hide (bark) 5 points, movement: 5 feet per 10 seconds. Has magical sight.

12': Physical attributes: 4d4+4, mental and personal attributes: 4d4+3, mystical attributes: 5d4, +6d10 to Endurance, hide (bark) 10 points, movement: 10 feet per 10 seconds. Has magical sight and hearing.

15': Physical attributes: 5d4+3, mental and personal attributes: 4d4+4, mystical attributes: 5d4, +9d10 to Endurance, hide (bark) 15 points, movement: 30 feet per 10 seconds. Has magical sight, hearing, and voice.

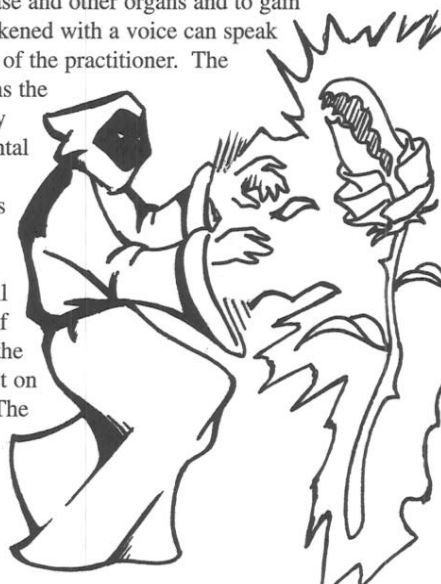
18': Physical attributes: 5d4+4, mental and personal attributes: 4d4+5, mystical attributes: 5d4, Endurance +12d10 (+1d10 per additional foot of height over 18'), hide (bark) 20 points (+5 per additional three feet in height, 100 max), movement: 50 feet per 10 seconds. -1 foot of movement per three feet in height over 18' (less than zero movement equals zero movement). Has magical sensory organs as per the spells Magic Eyes, Magic Ears and Magic Voice.

### Large Ivy Colony:

15' radius: Physical attributes: 3d4+3, mental and personal attributes: 4d4+3, Endurance plus 1d4 per foot of size over 10', movement: three feet per 10 seconds. Entangle (per the spell): can grapple with opponents per grappling rules. Magical Eyes, Magical Voice and Magical Ears are treated per the spells of similar name, at 2 Aura per Class Title of the practitioner.

**Notes:** Alignment is 75% likely to be neutral; otherwise it will be neutral evil if the practitioner is evil, and neutral good if the practitioner is good. Even though the skill only takes 10 minutes to use, it takes one hour to form the brain case and other organs and to gain mobility. All plants awakened with a voice can speak the main racial language of the practitioner. The awakened plant also gains the skill Speak to Plant. Any plant above 18 in all mental attributes gains Awaken Plant as a skill. All skills are determined as racial skills.

**Special Notes:** This skill permanently drains 1/2 of a Will Force point from the practitioner and the effect on the plant is permanent. The skill can be used at no Will Force cost, but the plant will only be awakened for one hour per Practitioner Title.





## BANISH

**Attributes:** Piety, Will Force

**Start Bonus:** 2d6%

**Restricted:** Yes

**Rating:** 16

**Time:** 10 Seconds

**Learn Time:** N/A

**Description:** Allows the practitioner to return a supernatural being to its own plane of existence.

**General Usage:** The user forces open a mental gateway to the victim's home plane and imagines the victim there. If the skill roll is successful, the being is sent to its home plane. The being is allowed a Magic Resistance to avoid the effects of this skill. If the victim's Magic Resistance fails then the being (body and all) is sent to a random location on its home plane.

**Notes:** The being must be within 1' per Will Force point of the skill user.

**Special Notes:** This skill may be able to banish certain undead. (This is left to the discretion of the GM; see Divine Magic in the Master's Manual.) Certain beings actually have a soul and thus a true name. These beings can only be banished by speaking the true name of the being. Beings at 10th Title or higher are affected by a 1/2 skill roll only. A being cannot be banished from its home plane.

## BLASPHEMY

**Attributes:** Wisdom, Piety

**Start Bonus:** 2d10%

**Restricted:** Yes

**Rating:** 12

**Time:** 10 Seconds

**Learn Time:** N/A

**Description:** Allows a practitioner to bestow the cursing of his evil-aligned deity upon his enemies or an object.

**General Usage:** A simple ritual and gesture allows the practitioner to focus his deity's ill will towards enemies. When successful, all opponents within sight of the practitioner (of his choosing) will be penalized with the following: -1 to hit and -5% to all resistance rolls per 3 Practitioner Titles. These effects last for an hour after the practitioner has put them on his enemies.

**Special Uses:** Three special uses of Blasphemy include the blaspheming of a weapon, the creation of unholy water, and the creation of a corrupted container.

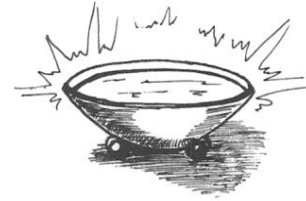
**Unholy Weapon:** When a weapon is blasphemed, it is +1 to hit and +1 to damage in the hands of an evil being and -1 to hit and -1 to damage in the hands of a good being. A practitioner can permanently give up one Will Force point to make the effects of a blasphemed weapon permanent.

**Unholy Water:** When water is blasphemed, it is treated as unholy water. Unless the unholy water remains in a corrupted container (see below), the divine energy will wane from the water after one day, returning the water to normal. One dose of unholy water is 16 ounces (one pint) and has the following effects:

- 1) Does 3d4 damage to a living creature in the area struck (the effects of multiple doses are cumulative).
- 2) 65% chance of causing disease (Disease Resistance applies).
- 3) Cures 3d4 damage to undead creatures (the effects of multiple doses are not cumulative).

**Corrupted Container:** A corrupted container is a permanently blasphemed, sealable container that retains the divine power of any object placed within it. To create a corrupted container, the material requirements and conditions of the Imbue Divinity invocation (with the same failure chance applying at creation) must be met. Once the container has been created and a successful Blasphemy skill roll is made, 1/10th

of a Will Force point is drained permanently from the practitioner. In the case of unholy water, 1/10th of a Will Force point is drained for each dose the container can hold.



## BLESS

**Attributes:** Wisdom, Piety

**Start Bonus:** 2d10%

**Restricted:** Yes

**Rating:** 12

**Time:** 10 Seconds

**Learn Time:** N/A

**Description:** Allows a practitioner to bestow the blessings of his good-aligned deity upon his friends or an object.

**General Usage:** A simple ritual and gesture allows the practitioner to focus his deity's good will towards companions. When successful, friends who are within sight of the practitioner (of his choosing) will benefit from the following: +1 to hit and +5% to all resistance rolls per 3 Practitioner Titles. These effects last for an hour after the practitioner has put them on his friends.

**Special Uses:** Three special uses of Bless include the blessing of a weapon, the creation of holy water, and the creation of a sanctified container.

**Holy Weapon:** When a weapon is blessed, it is +1 to hit and +1 to damage in the hands of a good being and -1 to hit and -1 to damage in the hands of an evil being. These effects last one day. A practitioner can permanently give up one Will Force point to make the effects of a blessed weapon permanent.

**Holy Water:** When water is blessed, it is treated as holy water. Unless the holy water remains in a sanctified container (see below), the divine energy will wane from the water after one day, returning the water to normal. One dose of holy water is 16 ounces (one pint) and has the following effects:

- 1) Inflicts 3d4 damage to an undead creature in the area struck (the effects of multiple doses are cumulative, but each individual dose evaporates after use).
- 2) 65% chance of curing disease when imbibed by a diseased being (attempted once only), further doses will not work.
- 3) Cures 3d4 damage when applied to a wound (the effects of multiple doses are not cumulative).
- 4) Cures lycanthropy 100% if taken every day for one month (-5% chance per day missed). During the treatments, the lycanthropy will be suppressed.

**Sanctified Container:** A sanctified container is a permanently blessed, sealable container that retains the divine power of any object placed within it. To create a sanctified container, the material requirements and conditions of the Imbue Divinity invocation (with the same failure chance applying at creation) must be met. Once the container has been created and a successful Bless skill roll is made, 1/10th of a Will Force point is drained permanently from the practitioner. In the case of holy water, 1/10th of a Will Force point is drained for each dose the container can hold.









**Notes:** Magical candles must be used for rituals, and have different costs than normal candles (see Equipment). Availability and preparation time of candles are set by each individual GM.

## CAUSE DISEASE

**Attributes:** Piety  
**Start Bonus:** 2d6%  
**Restricted:** Yes

**Rating:** 14  
**Time:** 10 Seconds + Touch  
**Learn Time:** N/A

**Description:** By means of this skill, the practitioner charges his hands with a disease, then touches a living being, transferring all of the disease to the living being.

**General Usage:** The skill user completes a quick ritual, then lays hands upon the victim. If the skill roll is successful, the disease is passed onto the victim. The victim then makes a Disease Resistance to avoid the disease.

Disease Type	Skill Modifier
<i>Irritant</i>	+0%
<i>Mild</i>	-10%
<i>Serious</i>	-20%
<i>Terminal</i>	-30%

The skill user chooses the type and severity of the illness, but the effect's duration is always random. (The effects of diseases can be found in the Master's Manual.)

**Note:** The practitioner's hands are immune to the disease, but if the practitioner touches himself, either by accident or force, the disease transfers to the practitioner.

**Special Uses:** Lycanthropy can be caused with a 1/2 skill roll. Blessed and supernatural beings are immune to this usage.

## CONTROL GROWTH

**Attributes:** Piety, Will Force  
**Start Bonus:** 2d6%  
**Restricted:** Yes

**Rating:** 16  
**Time:** 1 Minute  
**Learn Time:** N/A

**Description:** The successful practitioner of this skill can control the growth and age of a living plant, either shrinking or expanding its current size.

**General Usage:** The practitioner executes a one minute ritual keeping concentration on the plant in question. At the end of this period the practitioner has control of the plant's growth for one additional minute per Practitioner Title of the skill user. Each minute of control allows the skill user to cause one month's growth or regression.

**Notes:** A plant cannot be grown past its maximum age or size or be regressed past its seed form. This skill may be used on a specific plant once per day.

**Special Notes:** Sapient plants are allowed a Magic Resistance to avoid the effects of this skill, if one is desired.

## CONTROL UNDEAD

**Attributes:** Piety, Will Force  
**Start Bonus:** 2d6%  
**Restricted:** Yes

**Rating:** 16  
**Time:** 10 Seconds  
**Learn Time:** N/A

**Description:** This skill allows the user to control undead beings.

**General Usage:** The skill user concentrates on the undead being(s) within sight or sense and attempts to establish control over them. The skill user can control 12 levels of undead per Practitioner Title. (Lesser undead are levels 1-4, and greater undead are levels 5-8).

Greater undead get a Control Resistance to avoid the effects of this skill.

**Notes:** The practitioner must be concentrating in order to control the undead creatures. Once control is established, the skill user need not be within sight of the controlled undead. She commands them from a distance and they mentally report back to her what they sense. Duration is a maximum of one hour per Practitioner Title. A cumulative +20% save is given to undead with a 15 or higher Will Force against successive control attempts for each previously failed attempt. When feeding, greater undead have their Control Resistance modified by -20%.

**Special Notes:** Arch undead (level 9+) are immune to the effects of this skill. If the undead are controlled by another practitioner, then the two practitioners must roll a contest of skills to see who has control when the skill is used. If the skill is used against undead who have had the spell or invocation Control Undead used on them, this skill will dominate the effects of either.

## CURE DISEASE

**Attributes:** Piety  
**Start Bonus:** 2d6%  
**Restricted:** Yes

**Rating:** 14  
**Time:** 1 Minute  
**Learn Time:** N/A

**Description:** By means of this skill a disease can be eliminated in one being.

**General Usage:** The skill user completes a ritual and then lays her hands upon the afflicted being. If the skill roll is successful, the disease is cured. The cured being is also allotted a +10% Disease Resistance for one full day against the same disease.

Disease Type	Skill Modifier
<i>Irritant</i>	+0%
<i>Mild</i>	-10%
<i>Serious</i>	-20%
<i>Terminal</i>	-30%

**Special Uses:** Lycanthropy can be cured with a 1/2 skill roll. The attempt must be made within a period starting from the infection and ending after a number of days equal to the victim's Vitality have passed.

## CURE INSANITY

**Attributes:** Piety  
**Start Bonus:** 2d6%  
**Restricted:** Yes

**Rating:** 16  
**Time:** 1 Hour  
**Learn Time:** N/A

**Description:** By means of this skill, insanity can be expunged from a being.

**General Usage:** The skill's practitioner uses the teachings of her deity to reach the afflicted being and draw out the mental sickness that ails him. During the lengthy ritual, the skill practitioner must speak at length with the afflicted. Insanity is categorized in the Master's Manual.

Insanity Type	Skill Modifier
<i>Depression</i>	+0%
<i>Neurosis</i>	-10%
<i>Psychosis</i>	-20%

**Notes:** If the victim is unable to comprehend the user's spoken tongue, then this skill must be combined with some form of mental contact to be effective.





## DESTRUCTION

**Attributes:** Piety, Will Force  
**Start Bonus:** 1d10%  
**Restricted:** Yes

**Rating:** 19  
**Time:** 1 Hour  
**Learn Time:** N/A

**Description:** This skill allows the skill user to focus strong negative energy on his hands and cause death by touch.

**General Usage:** The skill user completes a ritual and charges his hands with a death-touch. The next living thing the skill user touches must roll a Magic Resistance or die. Circulation and brain function halt instantly, causing death. The death-touch lasts only an hour on the skill user's hands. Touch does not have to be physical contact with the victim's flesh, their clothing or armor will suffice.

## DETECT CURSE

**Attributes:** Wisdom, Piety  
**Start Bonus:** 2d10%  
**Restricted:** Yes

**Rating:** 13  
**Time:** 1 Minute  
**Learn Time:** N/A

**Description:** This skill represents the ability to detect an active curse, within sight.

**General Usage:** The practitioner meditates for one minute and reaches out mentally, searching for curses affecting a being, object or place. If the skill roll is successful, the practitioner learns the nature and strength of the curse in effect.

**Notes:** The GM makes the skill roll and translates the outcome to the practitioner.

## DETECT EVIL

**Attributes:** Wisdom, Piety  
**Start Bonus:** 2d6%  
**Restricted:** Yes

**Rating:** 14  
**Time:** 5 Seconds  
**Learn Time:** N/A

**Description:** Allows the user to feel the presence of evil beings.

**General Usage:** The practitioner concentrates for 5 seconds. If the skill roll is made, the practitioner can feel all evil beings within 3' per Will Force point. The power (in Title, at the GM's discretion) of the evil beings are felt, as well as distance and direction.

**Special Usage:** This skill will identify evil magic items which have their own consciousness or sapience.

**Notes:** The GM makes the skill roll and translates the outcome to the practitioner. Multiple beings can all be sensed at once.

## DETECT GOOD

**Attributes:** Wisdom, Piety  
**Start Bonus:** 2d6%  
**Restricted:** Yes

**Rating:** 14  
**Time:** 5 Seconds  
**Learn Time:** N/A

**Description:** Allows the user to feel the presence of good beings.

**General Usage:** The practitioner concentrates for 5 seconds. If the skill roll is made, the practitioner can feel all good beings within 3' per Will Force point. The power (in Title, at the GM's discretion) of the good beings are felt, as well as distance and direction.

**Special Usage:** This skill will identify good magic items which have their own consciousness or sapience.

**Notes:** The GM makes the skill roll and translates the outcome to the practitioner. Multiple beings can be sensed simultaneously.

## DETECT SUPERNATURAL

**Attributes:** Knowledge, Piety  
**Start Bonus:** 2d6%  
**Restricted:** Yes

**Rating:** 15  
**Time:** 5 Seconds  
**Learn Time:** N/A

**Description:** Allows the user to feel the presence of supernatural beings.

**General Usage:** The practitioner concentrates for 5 seconds. If a Detect Supernatural skill roll is successful, the practitioner can feel all supernatural beings within 3' per Will Force point. The power (in terms of level or Title, at the GM's discretion) of the supernatural being is felt, as well as direction.

**Notes:** The GM makes the skill roll and translates the outcome to the practitioner. Multiple beings can all be detected at once.

## DIVINATION

**Attributes:** Wisdom, Piety  
**Start Bonus:** 2d6%  
**Restricted:** Yes

**Rating:** 16  
**Time:** 10 Minutes  
**Learn Time:** N/A

**Description:** The ability to get an answer from one's deity (or deity's minion) about an event or situation that will occur in the future.

**General Usage:** The practitioner concentrates on a question about a specific event or situation that is about to transpire (within one hour of the present) and looks to his deity for an answer. The GM makes a skill roll. A successful skill roll indicates that the answer is known. However, the answer to the question will be simple, literal, and very general. The GM should give an answer based on the cleverness of the question. A poorly worded question, or an extremely vague or general question, will receive an answer that may be useless. The answer may also be influenced by the personality of the deity. The amount of information given is totally up to the GM.

**Notes:** Only one Divination per hour may be attempted.

## DIVINE KNOWLEDGE

**Attributes:** Wisdom, Piety  
**Start Bonus:** 2d6%  
**Restricted:** Yes

**Rating:** 16  
**Time:** Varies  
**Learn Time:** N/A

**Description:** This skill represents a link between the skill practitioner and a worshiped deity's hierarchy of minions and supernatural servants. It allows the invoker to pray for new invocations.

**General Usage:** The skill user chooses an invocation equal to or lower than her Piety Control. Piety Control is determined by doubling the invoker's Practitioner Title and adding any bonuses from Wisdom and the social skill Theology. She then prays for the chosen invocation and makes a Divine Knowledge roll. If she fails, that invocation may not be prayed for until the following day (24 hours after the failure). If she makes the roll, the invocation is now accessible and waits to be used at the practitioner's whim. Each invocation allows for a certain number of uses, and then must be re-prayed for (see Divine Magic for a full explanation). The invoker must have enough memorization points to allow prayer for the invocation. Unlike spells (which must be found or bought) the practitioner of this skill can potentially pray for any invocation if they meet the Piety Level and alignment qualifications. She cannot again pray for the same invocation until all the uses of that invocation have been used, or until she has chosen to remove the invocation voluntarily from memory. Unlike spell casting, the invoker's Aura is not involved in the shaping of the magic. The magic is divine and is provided to the invoker through external means. A









## Divine magical skills

*Instinct, Life\**: Sense distance and direction of nearest life, rating 12.  
*Instinct, Navigation\**: Direction knowledge at 10% per Practitioner Title of evoker.

*Instinct, Social\**: Sense nearest animal or group matching the totem; rating 15.

*Instinct, Water\**: Sense distance and direction of nearest water; rating 12.

*Jumping*: x2 distance all upward leaps, x3 distance all forward leaps.

*Marsupial Pouch*: Hidden fold of skin. Holds 6 cubic inches per 20 Endurance (rounded up) of the skill user.

*Maw*: 7 second attack (5 second minimum), 5d6+Strength damage modifier (crushing).

*Night Vision*: 10' per Practitioner Title.

*Patterned Fur*: +10% to Blend, +5% to Move Unseen.

*Poisonous Skin*: As Venom but of the contact variety.

*Poisonous Spit*: As Venom but of the contact variety. Range is equal to 1/2 a dagger's throw.

*Prehensile Tail*: Acts as a third hand without delicate manipulation of objects. Has x1 Endurance +20% to Climb.

*Rending Teeth*: 4 second attack (3 seconds minimum), 2d6+Strength damage modifier (crushing).

*Roar/Scream*: Cause fear in low Intelligence (10 or less) animals or beings causing them to flee in panic.

*Scales*: +3 hide per Class Title of user.

*Social Bonding*: Call nearest animal or group matching user's totem.

*Speed*: +1d4 seconds per round, 1.5 x movement.

*Stealth*: +50% to surprise, +20% to Surprise Attack.

*Stinger*: 6 seconds attack (4 min), 3d6+Strength damage modifier (thrusting) and includes poison injection.

*Strength*: +1-3 Strength.

*Swimming*: +50% Swimming.

*Venom*: Poison of a type that is equal or less to the skill user's Practitioner Title (must be combined with claws, fangs or maw).

*Vitality*: +1-3 Vitality.

*Web Weaving*: The ability to construct webs of the following types:

1) *Strong*: Web Strength = Practitioner's Endurance

Hide = Practitioner's Vitality.

2) *Sticky*: Web Strength = 1/2 Practitioner's Endurance

Hide = Practitioner's Vitality.

Entanglement = To escape roll a Strength save at -50%

*Wings*: Flight and wings (as Avian).

*Wood Cutting*: Cut an inch of wood per minute.

\*Maximum range is one mile per Practitioner Title. Instincts with ratings are only rated against Intelligence to produce the chance.

## EXORCISM

**Attributes**: Piety, Will Force

**Rating**: 16

**Start Bonus**: 2d6%

**Time**: 10 Minutes

**Restricted**: Yes

**Learn Time**: N/A

**Description**: The ability to drive out influences, evil or otherwise, on a single individual.

**General Usage**: The practitioner performs an exhaustive ritual involving at least a holy symbol and perhaps holy water or other holy accoutrements. At the end of the ritual, the skill roll is made. If successful, all forms of possession, control, persuasion, charming and other magical mental influence are removed from the victim. This means that any spell of type Control ("Con") will be dispelled (see the Magic section), as well as mental slavery from mental combat.

**Notes**: Neither insanity nor any curse is removed by use of this skill.

## FEAR

**Attributes**: Piety, Will Force

**Rating**: 14

**Start Bonus**: 2d6%

**Time**: 10 Seconds

**Restricted**: Yes

**Learn Time**: N/A

**Description**: The ability to cause others to have an irrational fear of the user.

**General Usage**: The skill user shows himself to his opponents and through apparent ability, size, strength or superiority causes fear. A successful skill roll causes all beings with Will Force of 15 or less to make a Control Resistance or flee for 1d6 minutes.

**Notes**: Beings that are immune to control are immune to Fear.

## FORESEE

**Attributes**: Wisdom, Will Force

**Rating**: 19

**Start Bonus**: 1d10%

**Time**: 10 Minutes

**Restricted**: Yes

**Learn Time**: N/A

**Description**: The ability to see into one's own future and get a possible vision of what is to come.

**General Usage**: The practitioner enters a meditative, dream-like state. The skill roll indicates whether the practitioner is then able to project herself forward into a possible future and see an event that may be of importance to her. The event is viewed as a mental picture without sound. There is no guarantee that the event will actually happen, only that it is a likely future. The event will usually be no more than a day in the future per Practitioner Title. The Game Master may allow for a longer Foresee based on great events to come.

**Notes**: This skill may be attempted once per day.

## FORETELL

**Attributes**: Wisdom, Will Force

**Rating**: 18

**Start Bonus**: 1d10%

**Time**: 10 Minutes

**Restricted**: Yes

**Learn Time**: N/A

**Description**: The ability to see into another's future and see a vision of what may happen.

**General Usage**: The practitioner enters a meditative trance focusing on the other being. The skill roll indicates whether the practitioner is then able to project himself forward in time and see an event that may be of importance to the focus being. The event is viewed as a mental picture without sound. The event viewed is only a likely event and is not 100% certain. The event will be no more than a day in the future per Practitioner Title. The Game Master may allow for a longer Foretell based on great events, etc.

**Notes**: This skill may be attempted but once per day, per focus being.

## GATEWAY

**Attributes**: Piety, Will Force

**Rating**: 20

**Start Bonus**: 1d6%

**Time**: 1 Day

**Restricted**: Yes

**Learn Time**: N/A

**Description**: The ability to create a permanent gateway connecting any two points or connecting a single point to a network of existing gateways.

**General Usage**: This skill is identical to the magical skill Gate except for being divine magical in nature.

**Special Notes**: Divine magical gateways cannot connect to magical gates or vice versa.





## LIGHT

**Attributes:** Piety  
**Start Bonus:** 2d10%  
**Restricted:** Yes

**Rating:** 12  
**Time:** 5 Seconds  
**Learn Time:** N/A

**Description:** The ability to create a divine magical sphere of illumination.

**General Usage:** The user concentrates for five seconds and imagines the sphere. A skill roll determines whether the sphere appears. It has a 3' radius per Will Force point and can appear up to 5' away per Will Force point. The sphere can be centered on a moveable object or being, or can be fixed in one place. The illumination radius for normal sight is 5' per Piety rating of the skill user.

**Notes:** The light is a soft, slowly intensifying light, and lasts one hour per Class Title. Only one globe per Practitioner Title may be active.

## NATURE LORE

**Attributes:** Knowledge, Piety  
**Start Bonus:** 1d10%  
**Restricted:** Yes

**Rating:** 18  
**Time:** Varies  
**Learn Time:** N/A

**Description:** The ability to understand nature's forces, its ecosystems, weather patterns, migrations, eruptions, etc.

**General Usage:** The practitioner can attempt in 1-3 minutes to simply understand a part of nature at a 1/2 skill roll. Or 1-4 (1d4) hours could be spent with some sort of study material concerning nature and a normal roll made to determine the specifics of the natural system being studied. Exceptional study material at the Game Master's discretion can decrease the rating of this skill.

**Notes:** If the skill roll is successful and 10 seconds are spent concentrating before the following skills are used, their effects are doubled (treated as if the being was twice the Practitioner Title): Area Sense, Awaken Plant, Control Growth, Haunted Grove, Plant Shape, Sacred Grove, Summon Animal and Weather Lore.

**Special Usage:** The practitioner can infuse barren or salted soil with divine energy and restore it to fertility. This effect requires that the practitioner spend one day in the barren area connecting with the land. The practitioner can affect a 100' radius of land per Practitioner Title.

## OMEN

**Attributes:** Piety  
**Start Bonus:** 2d6%  
**Restricted:** Yes

**Rating:** 16  
**Time:** 10 Minutes  
**Learn Time:** N/A

**Description:** The ability to call for and interpret omens from divine sources.

**General Usage:** The skill user performs a 10 minute ritual involving concentration and some form of symbology (rune casting, card reading, etc.). The practitioner thinks of a specific subject or course of action during this time. A skill roll is made to interpret the omen as good or bad.

**Special Usage:** Alternately, the skill practitioner may just ask for a general omen to appear (no subject). If the skill roll is successful, some form of omen may appear within 10 to 60 minutes (1d6x10 minutes). It will then require a second Omen skill roll to determine the nature of the omen.

## PLANE SHIFT

**Attributes:** Piety, Will Force  
**Start Bonus:** 1d10%  
**Restricted:** Yes

**Rating:** 19  
**Time:** 10 Minutes  
**Learn Time:** N/A

**Description:** The ability to project oneself and others into another dimension.

**General Usage:** The user enters a meditative state and physically touches all those who wish to travel with him. Ten minutes of concentration pass as the user focuses on the objective plane, and then a skill roll is made. Success indicates the user and all living things touching him have been projected onto the plane. Under normal circumstances, the being does not physically travel to the plane; only a projection of the being is sent. This is largely dependent on how the Game Master treats the various planes in his setting.

**Special Usage:** Objects can also be projected onto the plane but an additional roll is required for each object. The object rolls are all simultaneous after a successful Plane Shift roll to project the user onto the plane. Each failure indicates an object left behind.

**Notes:** Each GM will determine to which planes a being can travel. See the Master's Manual for a list of planes.

## PLANT SHAPE

**Attributes:** Piety  
**Start Bonus:** 1d10%  
**Restricted:** Yes

**Rating:** 18  
**Time:** 10 Seconds  
**Learn Time:** N/A

**Description:** The ability to assume the form of a plant.

**General Usage:** The skill user concentrates on the image of a plant whose shape she wishes to change into for 10 seconds. If the skill roll is successful, the skill user turns into a plant of the same size or the same age (practitioner's choice). The practitioner will remain in the form of the plant until a second Plant Shape skill roll is made to return to normal form.

**Notes:** While in plant form, the practitioner still has her mind and personality. The user can sense life as an automatic Life Sense skill. If the user is killed while in plant form, then the practitioner dies and the plant reverts back to the corpse of the skill user.

**Special Notes:** The user will retain her mind indefinitely while in this form.

## POSSESSION

**Attributes:** Will Force  
**Start Bonus:** 1d10%  
**Restricted:** Yes

**Rating:** 18  
**Time:** 10 Seconds  
**Learn Time:** N/A

**Description:** The ability to mentally take over another's mind.

**General Usage:** The practitioner mentally reaches out to take over someone within sight. A Control Resistance is allowed to avoid the effects of this skill. If the Possession skill roll is successful and the victim's Control Resistance fails, then the skill practitioner is in complete control of the victim, actually usurping the mind and personality of the victim. During this time the skill practitioner has the barest minimum of control over her real body. Movement of the practitioner's body is allowed, but speech or complex interaction becomes impossible while in the mind of another.

**Special Usage:** The skill user can attempt instead to give a single mental suggestion to another being by making a skill roll. Failure indicates that the suggestion was ignored. The range can be extended with skills like Scrying and Sense Projection or effects that extend sight.



**Notes:** Beings that have a Will Force rating of 19 or greater are immune to Possession as are those who have the spells Telepathy or Improved Telepathy, or have acquired the skill Thought Projection or some form of mental protection such as the spell Mind Set.

**Special Notes:** If the victim is placed in danger, a new Control Resistance is allowed to cease the possession. Each successive Control Resistance after the initial one to determine Possession is at a cumulative -5% until the victim is unable to resist the dominance of the skill user. When Control Resistance reaches 0% due to this effect, a Will Force save is required each day or a Will Force point is lost. When Will Force reaches 0, the mind and personality of the victim dies. If the skill user is cast out, then Will Force returns at a rate of one point per hour and Control Resistance is returned to normal, even against further possessions from the skill user.

## POTION LORE

<b>Attributes:</b> Intelligence, Knowledge	<b>Rating:</b> 15
<b>Start Bonus:</b> 2d6%	<b>Time:</b> Varies
<b>Restricted:</b> Yes	<b>Learn Time:</b> N/A

**Description:** The ability to create magical and divine magical potions and formulas for potions, and to identify a potion or interpret another's potion formula.

**General Usage:** This skill is the same skill as described under magical skills. The skill is both magical and divine magical, allowing for the creation of both types of potions.

## PROTECTION FROM EVIL

<b>Attributes:</b> Piety	<b>Rating:</b> 14
<b>Start Bonus:</b> 2d6%	<b>Time:</b> 10 Seconds
<b>Restricted:</b> Yes	<b>Learn Time:</b> N/A

**Description:** The ability to create an invisible sphere surrounding the practitioner that protects against evil.

**General usage:** The skill user performs a quick 10-second ritual and must make a skill roll. Failure indicates no effect occurs. Success indicates that a magical barrier up to 1' radius per Class Title of the skill user extends outward away from the practitioner. Any evil creature that tries to enter the sphere must roll a successful Control Resistance to do so. Failure indicates an inability to attack the skill user or those within the sphere. Even if a Control Resistance is made, attacks will be at -2 to hit and damage and all resistances versus attacks by that being will be at +10%. The effect lasts up to one hour.

**Special Notes:** When a sphere created with Protection from Evil crosses a sphere made by Protection from Good, each practitioner must roll a contest of skills. The winner's sphere remains, while the loser's is destroyed. If both fail, both spheres are destroyed.

## PROTECTION FROM GOOD

Attributes: Piety	Rating: 14
Start Bonus: 2d6%	Time: 10 Seconds
Restricted: Yes	Learn Time: N/A

**Description:** The ability to create an invisible sphere surrounding the practitioner that protects against good.

**General usage:** The practitioner performs a quick 10-second ritual and must make a skill roll. Failure indicates no effect occurs. Success indicates that a magical barrier up to 1' radius per Class Title of the skill user extends outward away from the practitioner. Any good creature that wishes to enter the sphere must make a Control Resistance to

do so. Failure indicates an inability to attack the skill user or those within the sphere. Even if a Control resistance is made by the attacker, attacks will be at -2 to hit and damage, and all Resistances versus attacks by that being will be at +10%. The effect last up to one\*hour.

**Special Notes:** When a sphere created by Protection from Good crosses a sphere made by Protection from Evil, each practitioner must roll a contest of skills. The winner's sphere survives, while the loser's is destroyed. If both fail, both spheres are destroyed.

## QUEST

**Attributes:** Piety, Will Force  
**Start Bonus:** 1d10%  
**Restricted:** Yes

**Rating:** 17  
**Time:** 1 Hour  
**Learn Time:** N/A

**Description:** The ability to cause a mental compulsion in a set of beings to complete a set goal.

**General Usage:** The skill practitioner must spend an hour speaking to a group of individuals before a Quest skill roll is made. If the Quest skill roll is made, up to one being per Class Title must make a Control Resistance or feel compelled to complete the quest described by the practitioner.

**Notes:** Quested beings feel compelled to complete the quest, leaving as soon as possible and making all possible haste to the target. The quest cannot go completely against a being's alignment or a new Control Resistance is granted for each instance that the quest goes against the victim's inclinations. The GM can opt to allow a quester a new Control Resistance if something especially deadly or feared by the quested being occurs. Quest cannot be used on one's self.

**Special Notes:** A victim may elect not to resist the quest in order to receive the following benefits: All questers can feel a dim sense of direction and distance, even if the target is protected by Non-Detection. Also, a quester knows when another quester (of the same quest) is within 100' per Will Force point of the quester. Direction and distance is also felt but only in a vague way.

## RECOVER

<b>Attributes:</b> Piety, Will Force	<b>Rating:</b> 18
<b>Start Bonus:</b> 1d10%	<b>Time:</b> 1 Minute
<b>Restricted:</b> Yes	<b>Learn Time:</b> N/A

**Description:** The ability to restore life and limb to an individual.

**General Usage:** This skill user does a complex ritual calling on the aid of her deity to personally remove ill effects from a single individual (or the skill practitioner). After 1 minute, a skill roll is made and if successful, the following is applied to the recipient:

- 1) All damage and scars vanish.
- 2) All poison and disease are neutralized.
- 3) Attribute points temporarily lost are returned (not ones permanently lost).
- 4) If dead, the being is resurrected as per the skill. This only works for a period of up to one minute per Will Force point of the victim since death. The raised being is completely refreshed and able to move freely. This use of the skill permanently drains one Will Force from the recipient.
- 5) Lost limbs reappear. This only works for a period of up to one minute per Will Force point of the victim since loss of the limb.

**Notes:** If the skill roll is failed, the Recover skill can no longer be used for any of the above effects. For example, if the Recover roll is failed on a dead being, the skill could no longer be used to resurrect





the being (the Resurrection skill would be needed).

**Special Notes:** If the recipient's spirit has been shattered (Will Force below zero caused the death), then one Will Force is drained from the practitioner instead of the recipient to repair the spirit allowing the binding of the soul to the spirit.

## REGENERATION

**Attributes:** Piety, Will Force

**Start Bonus:** 2d6%

**Restricted:** Yes

**Rating:** 15

**Time:** 10 Minutes

**Learn Time:** N/A

**Description:** The capability of restoring limbs that were lost or rendered useless through damage.

**General Usage:** Through combat, mishaps or other ill-fated events, a being may be unfortunate enough to lose an eye, finger or even a limb. With the skill Regeneration, any number of missing limbs or sub-areas (such as an eye or finger) may be instantaneously regenerated.

Regardless of the number of non-vital body areas that have been severed or rendered useless through damage, a single Vitality save is required by the being affected to determine if one Will Force is permanently drained from the recipient. Additionally, any existing body area that is below one Endurance will be healed to one Endurance.

**Special Usage:** If a limb has been freshly severed, it may be reattached to the same owner. Additionally, existing scars can be removed. Both uses require only 10 seconds and are without the risk of Will Force being drained.

## REINCARNATION

**Attributes:** Piety, Will Force

**Start Bonus:** 2d6%

**Restricted:** Yes

**Rating:** 14

**Time:** 1 Hour

**Learn Time:** N/A

**Description:** The ability to redirect the soul of an individual into the body of another being at the time of its birth.

**General Usage:** The skill user begins a ritual using various objects and symbols. These items will help direct the individual's soul to the desired vessel. (For example, owl feathers for an owl, rhinoceros horn for a rhinoceros, Elven hair for an Elf, etc.) The skill user expands his consciousness and tries to locate the desired vessel. If the desired host is not within 5 miles per Title of the skill user, and no substitute is desired, then the skill fails. If the vessel was located, the skill practitioner must make a skill roll. Failure indicates no connection has been established, and now the skill user must wait one full day in order to attempt this skill again. A successful skill roll indicates that the desired connection has been made and the intended soul will now inhabit the new body. The new body must either be recently born or have animal intelligence. The choice of vessel bodies may be from any living creature within the area of affect. Also, the incarnate loses one Will Force point permanently at the time of its rebirth.

**Notes:** The vessel is at the GM's discretion; the desired being may not be available in the skill user's current location.

## REMOVE CURSE

**Attributes:** Piety

**Start Bonus:** 2d6%

**Restricted:** Yes

**Rating:** 14

**Time:** 10 Minutes

**Learn Time:** N/A

**Description:** The ability to remove all curse effects from a being, object or place.

**General Usage:** The practitioner must first know what the curse is

(using Detect Curse). A 10 minute ritual is observed, and then the practitioner makes a skill roll to expunge the curse. If the skill roll is successful, the curse is removed.

**Notes:** Eternal curses take two successful attempts to remove. The first reduces the curse from eternal to lifetime, stopping the curse from being passed to descendants; the second removes the curse altogether. This skill is modified by the same modifier used in the original curse. There is also a -20% modifier to the first attempt to reduce an eternal curse down to a lifelong one.

## REMOVE FEAR

**Attributes:** Piety, Will Force

**Start Bonus:** 2d10%

**Restricted:** Yes

**Rating:** 13

**Time:** 10 Seconds

**Learn Time:** N/A

**Description:** The ability to remove all effects of fear in a single being.

**General Usage:** The practitioner performs a brief ritual and attempts a skill roll. If successful, all traces of fear (magical or otherwise) are removed from the affected being and failed morale checks are reversed.

## RESURRECTION

**Attributes:** Piety, Will Force

**Start Bonus:** 1d10%

**Restricted:** Yes

**Rating:** 17

**Time:** 1 Hour

**Learn Time:** N/A

**Description:** The ability to restore life to the recently deceased.

**General Usage:** The body of the deceased is cleaned, laid out and anointed by the practitioner during an hour long ritual in which an attempt is made to rejoin the soul with the body. Success of the skill indicates the soul has been restored to the body, and one Will Force is drained from the recipient in the process. Furthermore, all bodily damage is removed, but any missing limbs remain missing. The body is in a weakened state, with all attributes drained to one. One attribute point for each attribute will be restored for each hour of complete rest. Failure of the skill indicates the deceased will remain deceased.

**Notes:** This skill may be attempted on a deceased individual only once, regardless of the number of practitioners available to perform the skill. Each practitioner is limited in use of this skill to a number of times each day equal to their Class Title.

**Special Notes:** If the recipient's spirit has been shattered (Will Force below 0 caused the death), then one Will Force is drained from the practitioner instead of the recipient to repair the recipient's spirit enough to allow the binding of the soul to the spirit.

## RITUAL LORE

**Attributes:** Aura, Piety

**Start Bonus:** 2d6%

**Restricted:** Yes

**Rating:** 15

**Time:** Varies

**Learn Time:** N/A

**Description:** The skill practitioner uses rituals to focus spiritual and magical energy and produce a called upon result.

**General Usage:** This skill is the same as described under magical skills. It is both magical and divine magical in nature, allowing for the use of both magic and divine magic rituals.

## SACRED GROVE

**Attributes:** Piety, Will Force

**Rating:** 14

**Start Bonus:** 2d6%

**Time:** 1 Week

**Restricted:** Yes

**Learn Time:** N/A

**Description:** Allows the skill user to take a wooded area and shape it with positive life energy into a peaceful paradise.

**General Usage:** The practitioner chooses an area no larger than 100 yards in diameter per Class Title. The area must be heavily forested and contain at least four adult trees near the four cardinal points (north, east, south and west). He then performs a week's worth of rituals throughout the grove, changing it into its final form. The created grove remains changed unless the practitioner reverses the ritual and returns the grove to normal. Only one Sacred Grove per Practitioner Title is allowed to exist at any one time.

The area is changed as follows:

- 1) All the trees in the area of effect become alive, gaining a Magical Voice and two Magical Ears per the spells. The trees acquire the skill Life Sense at 10% per Class Title. The trees are still unable to uproot themselves but can move branches. These friendly trees can now grow fruit that equals a day's meal, and they will offer this and any aid they can to passers by.
- 2) The four cardinal point trees also have a warning cry that will warn if danger threatens the grove.
- 3) All animals in the grove gain a sleep poison bite or sting which they will use to defend themselves, if necessary. Poison type is set by the skill user per animal and cannot be higher than twice Class Title. (For poison types see the Master's Manual.)
- 4) Sleeping in the grove causes pleasant dreams and an overall calming effect, removing fear and allowing a new Will Force save if insane.
- 5) All wounds heal at double the normal healing rate.
- 6) If someone dies while in the grove, he will be reincarnated per the skill Reincarnation, unless he wishes to resist the Reincarnation.
- 7) A sense of peace overcomes all who are within the grove. Those with less than a 15 Will Force must make a Control Resistance to attack or take hostile action.
- 8) All undead within the grove suffer one point of damage per minute from the immense flow of positive life force.

**Special Notes:** The practitioner cannot be poisoned by animals in the grove and may command the animals whenever he is within it.



## SOOTHE

**Attributes:** Wisdom, Will Force

**Rating:** 15

**Start Bonus:** 2d6%

**Time:** 10 Seconds

**Restricted:** Yes

**Learn Time:** N/A

**Description:** The ability to magically soothe another being or animal.

**General Usage:** The practitioner concentrates, then begins talking in a soothing, repeating voice. After 10 seconds the target being or animal benefits from the following effects:

- 1) All fear is removed.
- 2) The effects of Berserking, if in effect, are removed.
- 3) The effects of insanity are temporarily relieved for 1d4 hours.
- 4) If the targeted being or animal is engaged in hostile acts, a Will Force save is required to continue. This effect lasts 10 minutes per Practitioner Title. This part of the skill has no effect on beings with a Will Force rating of 15 or higher.
- 5) If the being is controlled in any way, a new Control Resistance is allowed to break free of the control.

**Notes:** The target being or animal does not have to understand the skill user for the magical effects to take place.

## SPEAK TO ANIMAL

**Attributes:** Piety, Will Force

**Rating:** 13

**Start Bonus:** 2d10%

**Time:** 30 Seconds

**Restricted:** Yes

**Learn Time:** N/A

**Description:** The ability to speak to and understand an animal.

**General Usage:** The practitioner focuses on the animal and begins to speak to the animal in odd sounds (clicks, whistles, etc.). After 30 seconds, a skill roll is made. If successful, this particular animal can begin to converse with the practitioner, answering back with its own sounds and body movements. The practitioner can continue to converse with that particular animal for as long as she wishes. From that point on, the animal and the skill user will understand each other. New skill rolls are required for each animal, even if they are of the same type.

**Notes:** Sapient animals provide a -1 rating (+5% chance) per Intelligence point above 4 to this skill roll.

## SPEAK TO DEAD

**Attributes:** Piety, Will Force

**Rating:** 15

**Start Bonus:** 2d6%

**Time:** 10 Minutes

**Restricted:** Yes

**Learn Time:** N/A

**Description:** The ability to locate and speak to the spirits of the dead.

**General Usage:** The practitioner enters a trance or meditative state.

A successful skill roll is required to contact the spirit of the particular dead being, as is knowledge of the being's true name. If both the skill roll is made and the being's true name is known, then the skill user has contacted the dead being. The skill user can either allow the dead spirit to occupy his body and speak through it for a period of 1 minute per Practitioner Title or he can simply mentally converse with the being for the same period. There are no guarantees that the being will speak or give the correct answers. Evil spirits often take perverse pleasure in misleading the living. The evil spirit may have tricked the practitioner into letting it enter his body or may try to forcefully inhabit the body of the practitioner. In either case, the skill user must win a contest of Will Force against the evil being. If the spirit wins, it may inhabit or continue to inhabit the practitioner. In either case, if the practitioner wins, then the spirit is expelled. One try per 10 seconds is allowed for



the practitioner. The time limit for forcefully inhabiting a body is 1 minute per Class Title of the evil dead being. If the body's owner accepts the presence of the dead being, then the limit is 10 minutes per Class Title of the spirit. Once the time limit has expired, the being must flee the body and cannot inhabit another for one full day.

## SPEAK TO PLANT

**Attributes:** Piety, Will Force

**Start Bonus:** 2d6%

**Restricted:** Yes

**Rating:** 14

**Time:** 1 Minute

**Learn Time:** N/A

**Description:** The ability to communicate with a particular plant.

**General Usage:** The practitioner focuses on the plant, and mentally attempts to contact it. A skill roll is made to determine the success of this action. If the skill roll is made, the skill user can communicate with the plant for 1 minute per Practitioner Title. The plant will be aware of what has happened to and around it. The plant becomes temporarily aware and will have roughly equal Intelligence to the skill user. After the allotted time, the awareness leaves, and the skill user cannot contact the plant again that day.

**Notes:** The temporary sapience that is granted to the plant can be used by the plant to slowly move limbs, drop fruit, etc. However, all movement is extremely slow, and the limbs will go back to their original positions when the skill ends.

## SPIRIT DANCE

**Attributes:** Piety, Will Force

**Start Bonus:** 2d6%

**Restricted:** Yes

**Rating:** 15

**Time:** 10 Minutes

**Learn Time:** N/A

**Description:** The ability to call upon the visitation of a group of dead spirits.

**General Usage:** The practitioner enters a trance or meditative state. A successful skill roll is required to contact the spirits by their individual true names. If both the skill roll is made and the group's name is known, then the skill user has contacted the beings. The skill user can either allow the dead spirits to occupy him and his companions bodies for a period of 10 minutes per Practitioner Title or can simply mentally converse with the beings for the same period. There are no guarantees that the beings will speak with the practitioner or give the correct answers. Dead spirits of an evil alignment will take perverse pleasure in misleading the living. Great care must be taken in interpreting what the dead say. If evil beings are allowed to take possession of the bodies present, they may use them to do evil. Possession of bodies is gained by winning a contest of Will Force (see Speak to Dead). The time limit for forcefully taking a body is 1 minute per Class Title of the evil dead being. If the body's owner accepts the presence of the dead being, then the limit is 10 minutes per Title. Once that limit has expired, the being must flee the body and cannot inhabit another for one full day.

**Special Notes:** Unlike Speak to Dead, this skill allows the dead beings who inhabit the body to have access to mental and mystical skills they had in life. The Shaman of a tribe may take his village elders into a cave and call down the spirits of his ancestors into the bodies of the elders in order to solve some problem. Even if the beings present do not enter the bodies, they may still elect to provide aid through the magical and mental skills they had in life.

## SUMMON ANIMAL

**Attributes:** Knowledge, Piety

**Start Bonus:** 2d6%

**Restricted:** Yes

**Rating:** 15

**Time:** 10 Minutes

**Learn Time:** N/A

**Description:** The capacity to summon an animal or group of animals.

**General Usage:** The user begins a ritual lasting 10 minutes. She mentally calls to the animals she wishes to appear or simply calls to any present animals to appear. A skill roll determines success, failure indicates no result. If the skill roll is achieved, then up to one level of animals per Goal will move toward the skill user, at their fastest speed. The range for calling the animals is 1/10th of a mile per Will Force point. If the skill user specifically requests a type of animal that is not present, then nothing will happen.

Some examples of animal levels are as follows:

Level 1	Badger, Hawk
Level 2	Wolf
Level 3-4	Cougar
Level 4-5	Bear
Level 6-7	Elephant
Level 7-8	Rhino
Level 9-10	Whale

**Notes:** There is no guarantee that animals will react favorably to the skill user without the aid of other skills, spells or powers. The animals won't be initially hostile. This skill may only be used once per day per Practitioner Title.

## SUMMON SUPERNATURAL

**Attributes:** Piety, Will Force

**Start Bonus:** 1d10%

**Restricted:** Yes

**Rating:** 17

**Time:** 30 Minutes

**Learn Time:** N/A

**Description:** The practitioner can summon a supernatural being by name.

**General Usage:** The skill user must first know the true name of a being to summon it. Classes that are generally deity-based (such as Priests and Druids) are usually granted the names of the deity's minions by their deity or other minions of their deity (Game Master's discretion). If the true name is known, a ritual must be performed to summon the supernatural being, lasting 30 minutes. If the skill roll is successful, the being is summoned. The supernatural being may be hostile or dangerous to the summoner if other precautions are not taken. Deities most often provide non-hostile supernatural servants to their practitioner followers.

**Special Usage:** A 10 minute ritual and a Summon Supernatural skill roll are required to return the being from where it came. Unfortunately, during this time the supernatural being must remain within sight of the skill user. A 10 minute ritual can be utilized to summon a well-known being who elects to come, without the 30 minutes it normally takes.

**Notes:** A supernatural being cannot resist the summoning unless the name is garbled, misspelled or misspoken. In this case a Control Resistance is allowed to avoid being summoned.

**Special Notes:** See the Master's Manual for information on supernatural servants.



## TALISMAN

**Attributes:** Piety, Will Force

**Start Bonus:** 2d6%

**Restricted:** Yes

**Rating:** 15

**Time:** 1 Hour

**Learn Time:** N/A

**Description:** The capacity to create a holy symbol that has various powers.

**General Usage:** The skill user creates a symbol or has one constructed that is in a form pleasing to her deity. The symbol is consecrated with a ritual that takes approximately one hour. At the end of the hour, a skill roll determines if the symbol has been made into a Talisman. Failure of the skill roll indicates the symbol has not been imbued with spiritual power. If the skill roll is successful, then the Talisman is created and has the following powers usable by the practitioner, or any being who is of the same general alignment as the practitioner (good or evil):

- 1) +5% skill bonus per three Class Titles of the practitioner at the time of creation of the talisman (1-3rd=5%, 4-6th=10%, 7-9th=15%, etc.) added to the following skills for a good Talisman: Divine Knowledge, Turn Undead, Remove Fear, Remove Curse, Soothe, Protection From Evil and Bless. A bonus is given to the following skills for an evil Talisman: Divine Knowledge, Call Undead, Control Undead, Fear, Curse, Protection from Good, Blasphemy and Possession. If the person who wields the talisman does not possess any of the above skills, he may still attempt them as common skills with bonus provided, even though those skills are normally restricted. (The ability to perform the skills is provided by the talisman).
- 2) Acts as warding against one particular group of the practitioner's deity's foes (undead, evil supernatural, good supernatural, Dark Priests, Knights, etc.). Warding: All of the group chosen who wish to either attack the bearer of the talisman or approach within 10' of the talisman must make a Control Resistance roll or be forced back to a minimum of 10'.
- 3) Once per day the talisman can heal or harm, depending on whether it is a good or evil talisman. Damage healed or inflicted is in one area touched by the talisman and amounts to 2-7 (1d6+1) per Class Title of the practitioner at the time of creation of the talisman.
- 4) Once per day, the talisman can be used to influence events. One point of influence is given per three Class Titles of the skill user at time of creation of the talisman. The influence can be applied to one die roll against or by the skill user. Each point of influence gives +/-5% to percentage die rolls and +/-1 to all other die rolls. This modifier can be used *after* the roll has been made.
- 5) The talisman is considered a Divine Magic item and has a 10% Magic Resistance (to resist being destroyed or harmed) for every Class Title of the practitioner at the time of its creation.

**Notes:** The skill user can only make one talisman per Practitioner Title. Failure of a skill roll indicates that the user must first improve the skill before another attempt can be made. A talisman must be plainly visible in order to be used. The GM has discretion over the use and availability of the talismans.

**Special Notes:** This skill may not be used as a non-acquired skill.



## TOTEM CALL

**Attributes:** Piety, Will Force

**Start Bonus:** 2d6%

**Restricted:** Yes

**Rating:** 16

**Time:** 1 Minute

**Learn Time:** N/A

**Description:** The ability to call a physical manifestation of the practitioner's totem to come into being and aid the practitioner.

**General Usage:** The practitioner performs a one minute ritual, calling out the secret spirit name of her personal totem animal. She must use something physical resembling the totem animal or a part of the animal type from which the totem animal will spring. (Examples: feather, fur, statuette, figurine, picture, mosaic, fresco, tapestry, etc.). Upon a successful skill roll, the totem animal appears, and has the following abilities:

- 1) The animal is at a level equal to the Class Title of the skill user.
- 2) Appears as the largest possible animal of the practitioner's totem.
- 3) It has double normal endurance, double normal hide, and does double normal damage for that animal type.
- 4) Has mental attributes equal to the practitioner.
- 5) Can speak to the practitioner with telepathy anywhere while on the practitioner's plane of existence.
- 6) Has the following skills: Phase 80%, Plane Shift 50%, Empathy 45%, Omen 60%, Fear 80%, Summon Animal (totem type only) 90%, Animal Projection (totem type only) 99%, Tame Animal and Speak to Animal (totem type only) 99%.
- 7) Has the following resistances and immunities:
  - a) Magic Resistance: 70%.
  - b) Immune to control, mental contact (other than skill user) or mind altering effects.
  - c) Immune to illusions, glamours, magical concealing or subverting.
  - d) Immune to poisons and disease.
- 8) Has the power of seeking; can find anything the skill user asks for (GM's discretion).

**Notes:** The totem animal doesn't appear as a normal animal. There may be a dim Aura surrounding it, or the eyes may be of an unusual color; fur or markings may be unusual or unheard of. The totem animal can stay with and help the practitioner for one hour per Class Title. If the totem animal is killed, it is sent back and cannot be summoned for a week's time. A totem can be called only once per day. If a totem returns to its plane of residence injured, it will heal at a rate of 1/4 its total Endurance per day; i.e. a 40 Endurance spirit totem of a great eagle would heal 10 points in all wounds per day of inactivity on its home plane. If the totem is still injured when called, it can resist being summoned back through a Magic Resistance.

**Special Notes:** If the GM determines a totem is being mistreated, he may rule that it rejects the Totem Call, thus allowing it to make a Magic Resistance.

## TURN UNDEAD

**Attributes:** Piety, Will Force

**Start Bonus:** 2d10%

**Restricted:** Yes

**Rating:** 12

**Time:** 10 Seconds

**Learn Time:** N/A

**Description:** The ability to cause undead creatures to flee or be destroyed.

**General Usage:** The practitioner brandishes a holy symbol and calls forth the power of his deity against a specific type of undead creatures before him. After 10 seconds of this, a skill roll determines whether





## Divine magical skills

the request has been granted. The amount of undead turned or destroyed varies by level (see below).

Class	Level of Undead							
Title	1st	2nd	3rd	4th	5th	6th	7th	8th
1st	1d4T	1-3T	1T	-	-	-	-	-
2nd	1d6T	1d4T	1-3T	1T	-	-	-	-
3rd	2d6T	1d6T	1d4T	1-3T	1T	-	-	-
4th	3d6T	2d6T	1d6T	1d4T	1-3T	1T	-	-
5th	3d6D	3d6T	2d6T	1d6T	1d4T	1-3T	1T	-
6th	4d6D	3d6D	3d6T	2d6T	1d6T	1d4T	1-3T	1T
7th	6d6D	4d6D	3d6D	3d6T	2d6T	1d6T	1d4T	13T
8th	ALL	6d6D	4d6D	3d6D	3d6T	2d6T	1d6T	1d4T
9th	ALL	ALL	6d6D	4d6D	3d6D	2d6T	2d6T	1d6T
10th	ALL	ALL	ALL	6d6D	4d6D	3d6D	3d6T	2d6T

**Table notes:** Read the table by cross-referencing the Class Title of the skill user against the level of the undead creature(s) to be turned. The result describes the effect. If multiple types of undead exist, the skill user must pick one at a time to use the skill against. Arch undead (level 9+) are immune to this skill. The effect applies against the undead type named by the skill user.

**#T (Number Turned):** The number of undead of this level that flee the practitioner, starting with those closest to him. The undead flee the presence of the skill user for 3d6 hours.

**#D (Number Destroyed):** The number of undead of this level that are destroyed by the practitioner, starting with those closest to him.

**ALL (All Destroyed):** All undead of this level within sight of the skill user are destroyed.

**Notes:** The skill user may use this skill once per day, per Class Title.

## WEATHER LORE

**Attributes:** Aura, Piety

**Start Bonus:** 2d6%

**Restricted:** Yes

**Rating:** 16

**Time:** Varies

**Learn Time:** N/A

**Description:** The ability to predict and modify the weather in a small area.

**General Usage:** The skill user can use a normal skill roll after one hour to predict the weather, with a -20% chance for each 24 hours in the future she wishes to predict the weather. The practitioner can also change the weather itself. Each weather effect takes a separate skill roll.

Weather Effect	Skill Modifier	Time	Special Effect
Temperature	-5%*	1 hour	Raise/lower by 5 degrees
Clouds	0%	1 hour	Raise/lower cover rating by 1 (none, scattered, partial, full, overcast)
Precipitation	-10%*	10 min.	An inch of rain, snow, etc.
Wind	-5%	10 min.	Increase wind by 5 miles an hour
Lightning**	-20%	20 sec.	2d8 damage per level of cloud cover to 2 random body areas. For each 2 feet away from the center strike, beings and objects are affected slightly less (subtract 1d8 from damage). Beings standing in at least 2" of water are dealt double damage.
Fog	0%	10 min.	Cause a layer of fog to roll in. Must be at or near an open body of water.

\*Each change has this cumulative modifier (after the first).

\*\*Must be at least partial cloud coverage.

**Notes:** Each of the parts of weather listed above will return to their normal levels at a rate of one level per hour of non-intervention (a

level is identified as above; five degrees, one cover rating, inch of precipitation, five miles an hour of wind, etc.). See the Master's Manual for detailed effects of weather.

## WITHERING

**Attributes:** Piety, Will Force

**Rating:** 17

**Start Bonus:** 1d10%

**Time:** 10 Seconds + Touch

**Restricted:** Yes

**Learn Time:** N/A

**Description:** The ability to empower the hands with a withering touch which can damage and age any living being touched.

**General Usage:** The skill user performs a 10 second ritual calling on his deity to give him the power of withering touch. At the end of the 10 second ritual, a skill roll is made to determine outcome. If the roll is made, the practitioner can now wither the next person he touches with either hand. For an area to be considered touched, the practitioner must roll 10 or higher on a d20 (with normal combat modifiers applying). If the practitioner touches the person through normal armor, hide or less than 10 points of magical armor, then that person is required to make a Magic Resistance. Failure of the Magic Resistance roll causes the victim to be withered in the area struck, permanently losing 1d4 Endurance points per Practitioner Title, permanently aging 1/20th of his lifespan and loses 1 Will Force point. Even after magical healing, the area struck will lose 1 Endurance permanently per full 10 points of withering.

**Special Notes:** Permanent withering damage can be removed by the skills Regeneration or Recover. The lost Will Force point and aging effects can only be reversed by the skill Recover, a Wish or a Miracle.



## WOUNDING

**Attributes:** Piety

**Rating:** 15

**Start Bonus:** 2d6%

**Time:** 10 Seconds + touch

**Restricted:** Yes

**Learn Time:** N/A

**Description:** The divine ability to lay on hands and cause physical damage.

**General Usage:** The practitioner performs a simple but potent ritual and calls on her deity to empower her hands with negative life energy. A skill roll is made to determine success. Failure indicates no effect. Success indicates the next body part the practitioner touches will be wounded 1d6+1 per Practitioner Title, if a Magic Resistance is failed for the touched being. For an area to be considered touched, the practitioner must roll 10 or higher on a d20 (with normal combat modifiers applying). Touching does not have to be direct contact with the skin, but will go straight through normal armor, hide or less than 10 points of magical armor.

**Notes:** Areas wounded by this skill cannot be bound (binding wounds) and can only be cured by time or magical healing.



## INFORMATIONAL SKILLS

### ANIMAL LORE

**Attributes:** Intelligence, Knowledge **Rating:** 12  
**Start Bonus:** 2d10% **Time:** Varies  
**Restricted:** No **Learn Time:** 48 Hours

**Description:** Allows the successful practitioner to identify natural animals (living or dead), the habitat the animal can live in, breeding practices, quirks, natural poisons the animal possesses, behavioral traits and other information that might be useful about the animal. This skill allows for the identification of the following types: *Animal, Magical Animal*. (Creature types are fully explained in the Master's Manual and Bestiary.)

**General Usage:** The skill user examines or imagines the animal in question and either has the answer in a few seconds, or is required to research it before an answer is known. If the first skill roll is successful, this indicates that the user has remembered the information. If the first skill roll fails, subsequent skill rolls are allowed after 1d6 hours of research.

**Special Uses:** If the animal has a serious weakness or flaw that could be exploited, a successful skill roll will allow the practitioner to remember or infer it from general knowledge. This use takes 2-7 seconds.

### ARTIFACT LORE

**Attributes:** Intelligence, Knowledge **Rating:** 15  
**Start Bonus:** 2d6% **Time:** See below  
**Restricted:** No **Learn Time:** 60 Hours

**Description:** This skill represents the practitioner's ability to recognize an artifact, and information pertaining to it, from fables and legends. It is unlike the skill Identify and is not magical in nature.

**General Usage:** The Game Master first gives any information that she wishes to the player about the artifact. The skill user can also examine or imagine the artifact and contemplate a question. The practitioner can attempt to arrive at an immediate answer, or research the question further. Use the table below to determine time and difficulty based on the question being asked or researched.

Question	Skill Modifier	Time to execute
Is item an artifact?	+20%	10 minutes
What are its names?	+10%	10 minutes
What is its history?	+0%	30 minutes
How is it activated?	-10%	1 hour
What are its powers?	-20%	2 days
How is it destroyed?	-30%	1 week

Reference Materials	Skill Modifier	Time to execute
No research material	-20%	Normal time
User's notebook	+0%	Normal time
1-9 reference books	+10%	1/2 time to execute
10-19 books	+20%	1/4 time to execute
20+ books	+30%	1/4 time to execute

**Special Uses:** The practitioner may attempt this skill once without research material to determine if she remembers this information.

**Notes:** Some special powers or information may not be known about the artifact, at the GM's discretion.

**Special Notes:** When the character acquires this skill, she must build a notebook of research materials on this subject or always face the no research material penalty. The volume takes 2d6 days to complete and requires the assistance of a Sage, an available library or available reference volumes from which to compile the notebook. No skill roll is required to create the notebook.

### BESTIARY LORE

**Attributes:** Intelligence, Knowledge **Rating:** 14  
**Start Bonus:** 2d6% **Time:** Varies  
**Restricted:** No **Learn Time:** 56 Hours

**Description:** Allows the successful practitioner to identify certain types of creatures (living or dead), the habitat the creature can live in, its breeding practices, quirks, powers or poisons, behavioral traits and other useful information about the creature.

**General Usage:** The skill user examines or imagines the creature in question and either has the answer in a few seconds, or is required to research it before an answer is known. If the first skill roll is successful, it indicates that the user has remembered the information. If the first skill roll fails, subsequent skill rolls are allowed after 1d6 hours of research. This skill allows for the identification of the following types: *Magical Animal, Magical Plant, Humanoid, Magical Humanoid, Magical, and Slime*. (Creature types are fully explained in the Master's Manual and the Bestiary.)

**Special Uses:** If the creature has a serious weakness or flaw that could be exploited, a successful skill roll will reveal it to the user of the skill in 2-7 seconds. The Game Master may modify rolls for unique or special creatures.

### CARTOGRAPHY

**Attributes:** Agility, Intelligence **Rating:** 12  
**Start Bonus:** 2d10% **Time:** Varies  
**Restricted:** No **Learn Time:** 52 Hours

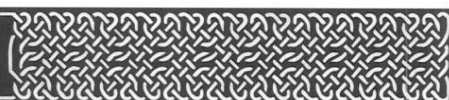
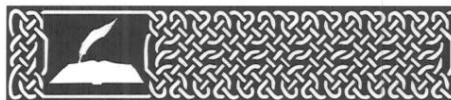
**Description:** Allows an individual to create an accurate, ongoing map of her travels, as well as accurately read existing maps.

**General Usage:** The cartographer studies her surroundings and then records these impressions on a writing surface.

Area Mapped	Skill Modifier	Time
Passageway	+0%	10 seconds per 10 square feet
Room	+0%	10 seconds per 10 square feet
Town	-5%	20 seconds per 10 square feet
City	-10%	20 seconds per 10 square feet
Dense wilderness	-15%	30 seconds per 100 square feet
Open wilderness	-20%	30 seconds per 100 square feet
Desolate waste	-25%	40 seconds per 100 square feet
Lake or river	-30%	50 seconds per 1000 square feet
Ocean	-35%	1 minute per 1/2 mile

**Special Uses:** Alternately, the cartographer could study her surroundings and make a 1/2 skill roll to see any secret doors, compartments or other hidden features in addition to whatever chance the character has based on Perception. When looking at existing maps, most obvious information is given without a skill roll, and any other special information may be given by the GM upon making a successful skill roll.

**Special Notes:** Areas protected by Invisibility, Misdirection or illusions will not be mapped accurately unless these magics are first removed.



## DANGER KNOWLEDGE

**Attributes:** Intelligence

**Start Bonus:** 2d6%

**Restricted:** Yes

**Rating:** 15

**Time:** Instant

**Learn Time:** N/A

**Description:** The ability to feel immediate and impending danger.

**General Usage:** The GM rolls this skill for the character when danger is eminent and informs the character of the general feeling. This character usually feels something like hairs on the neck standing up, a chill down the spine or just the feeling of being watched, etc.

**Notes:** The GM makes the skill roll and translates the outcome to the practitioner. In situations where an attacker, trap, etc. is protected by spells or powers like Non-Detection, a Danger Knowledge skill roll is not allowed. If the skill is a non-acquired skill, the GM can choose not to roll at all.

**Special Notes:** Overuse of Danger Knowledge causes paranoid schizophrenia (see Insanity in the Master's Manual).

## DECIPHER

**Attributes:** Intelligence, Knowledge

**Start Bonus:** 2d6%

**Restricted:** No

**Rating:** 16

**Time:** Varies

**Learn Time:** 68 Hours

**Description:** The ability to discover the meaning of words and symbols in code or a language not normally comprehensible to the skill user.

**General Usage:** The skill practitioner examines the item to decipher and picks a symbol or word. A skill roll is made after 10 minutes. If successful, the word or symbol is identified. A failure indicates it is not yet known.

**Notes:** If the item to decipher is a document, every 5 words deciphered allows a -1 rating (+5%) to further deciphering words.

**Special Notes:** Magical writing created by the spell Runes cannot be deciphered nor can any words or symbol protected by Non-Detection.

## DEPTH KNOWLEDGE

**Attributes:** Knowledge

**Start Bonus:** 2d10%

**Restricted:** No

**Rating:** 12

**Time:** 1 Minute

**Learn Time:** 68 Hours

**Description:** Allows the user to sense approximate current depth from the surface, while underground.

**General Usage:** The practitioner concentrates for a minute or so, and a skill roll is made. Accuracy of depth is based on the the skill roll.

**Notes:** The GM makes the skill roll and translates the outcome to the practitioner.

## DETECT ALIGNMENT

**Attributes:** Wisdom, Will Force

**Start Bonus:** 2d6%

**Restricted:** No

**Rating:** 14

**Time:** 1 Minute

**Learn Time:** 56 Hours

**Description:** Allows the skill user to determine a speaker's alignment.

**General Usage:** The practitioner has a meaningful conversation with the target being for one minute. At the end of that minute she can make a skill roll to determine alignment.

**Notes:** The GM makes the skill roll and translates the outcome to the practitioner. Beings that are protected by powers which mask alignment are immune to this skill's use. This skill does not produce any visible effects.

## DIRECTION KNOWLEDGE

**Attributes:** Knowledge

**Start Bonus:** 2d10%

**Restricted:** No

**Rating:** 12

**Time:** 20-40 Seconds

**Learn Time:** 48 Hours

**Description:** This skill allows the practitioner to learn in which direction lie north, south, east and west.

**General Usage:** The skill user looks for various signs of direction and keeps an internal sense of direction. A successful skill roll gives the user a general sense of the cardinal compass directions.

**Notes:** The GM makes the skill roll and translates the outcome to the practitioner.

## HERB LORE

**Attributes:** Knowledge

**Start Bonus:** 2d10%

**Restricted:** No

**Rating:** 12

**Time:** 10 Seconds

**Learn Time:** 48 Hours

**Description:** The ability to identify an herb's properties, magical or otherwise. It is also the ability to properly use the herb to produce its effects.

**General Usage:** The practitioner carefully examines the herb and makes a skill roll. A successful roll identifies the herb and its method of preparation to produce the desired result (see the Masters Manual for applications of herbs). This skill also allows for the identification of two of the nine types of creature types listed in the Master's Manual: *Plant* and *Magical Plant*.

## JEWELRY KNOWLEDGE

**Attributes:** Intelligence, Knowledge

**Start Bonus:** 2d10%

**Restricted:** No

**Rating:** 12

**Time:** 2-5 Minutes

**Learn Time:** 48 Hours

**Description:** The ability to discern type, quality and value of gemstones and precious minerals. Additionally, it provides the ability to correctly cut a gem into its best appearance.

**Subskill:** Gem Cutting is an Agility and Knowledge based subskill with a rating of 18; the ability bonus for Jewelry Knowledge is also added to Gem Cutting. The subskill Gem Cutting takes 1d4 hours per 1/4 inch diameter of the gem (minimum 1d4 hours).

**General Usage:** The skill practitioner spends 2-5 minutes (1d4+1) examining the gem or material. If a successful skill roll is made, the following information about the gem is imparted: type, quality, value and methods needed for cutting.

**Special Usage:** After a successful Jewelry Knowledge roll, the practitioner makes a Gem Cutting roll. Instead of rolling for success, the amount by which the Jewelry Knowledge skill chance was made is added to the Gem Cutting roll, and the total is compared to the table to determine the quality of the cut:

### Gem Cutting Table

Roll %*	Cut	Multiply Value by
01-04	Gem Shatters	Valueless
05-10	Bad	0.25
11-20	Poor	0.5
21-35	Fair	0.75
36-80	Average	1
81-90	Good	1.5
91-95	Excellent	2
96-00	Perfect/Best Cut	3

\*If a gem cutter is distracted during the cut, subtract 30% from the cutting roll.



## LANGUAGE LORE

**Attributes:** Knowledge, Charm **Rating:** 15  
**Start Bonus:** 2d6% **Time:** Varies  
**Restricted:** Yes **Learn Time:** N/A

**Description:** The ability to express ideas and thoughts verbally to a person who does not speak the language(s) of the practitioner, through observation of that language and an understanding of the roots of the languages.

**General Usage:** The user spends an amount of time observing or interacting with individuals who speak or gesture in the language. After that, the practitioner makes an attempt to express an idea or action to others who do not speak his language(s). The rating varies, depending on how long the practitioner has spent emerged in the new language (see below). A success means that at least one listener or viewer has understood the idea or action.

Time	Skill Modifier	Special
10 minutes	-25%	No complex expressions
30 minutes	-20%	No complex expressions
1 hour	-15%	No complex expressions
6 hours	-10%	-
12 hours	-5%	-
1 day	-	-
3 days	+5%	-
1 week	+10%	-
2 weeks	+15%	-
1 month	+20%	1/2 Learn roll*
3 months +	+20%	Learn roll*

\*After one month, a half roll may be made to learn the spoken or somatic portion of a language. After three months and every additional three months a normal skill roll can be made to determine knowledge of the new language. Knowing 1/3 of a language represents basic comprehension. Knowing 2/3 of a language represents comprehension as well as vocabulary. Knowing a complete language represents comprehension, vocabulary and grammar of that language.

**Special Usage:** If an open language slot exists for a being, Language Lore can be used as a non-acquired skill to fill that slot. Otherwise, it cannot be attempted as a non-acquired skill.

**Notes:** Beings who have Language Lore as an acquired skill can learn double their normal number of spoken languages.

## LAW

**Attributes:** Knowledge, Charm **Rating:** 14  
**Start Bonus:** 2d6% **Time:** Varies  
**Restricted:** No **Learn Time:** 56 Hours

**Description:** Allows the user to understand and interpret local and regional laws. Also used in a hearing or trial to determine guilt or innocence in the eyes of an authority or jury.

**General Usage:** A Law skill roll is used in two ways. The first is chiefly to interpret into layman's terms what a law means and its effect on a situation or individual. Secondly, in a hearing or trial where both the practitioner (who may be defending another) and the official (or designated prosecutor) roll a contest of Law skills. Adjustments are made to the defender's skill roll based on the current rule, evidence and whether the defendant is actually guilty of the crime(s). The winner proves his case best to the jury or judge who is ruling the verdict. An official can overrule and decide whatever he wishes, but to all observers the case would then be a travesty of justice, possibly bringing disfavor on the official and the ruling state in general.

### Modifiers to trial situations:

Situation	Innocent Modifier	Guilty Modifier
<i>Ruling state:</i>		
Laissez faire	+20%	+0%
Tolerant Rule	+10%	-10%
Moderate Rule	+0%	-20%
Oppressive Rule	-10%	-30%
Totalitarian Rule	-20%	-40%

Situation	Innocent Modifier	Guilty Modifier
<i>Witnesses:</i>		
No Witness	+50%	+25%
1 Witness	+25%	+15%
2-5 Witnesses	+0%	+0%
Many Witnesses	-15%	-25%

Situation	Innocent Modifier	Guilty Modifier
<i>Evidence:</i>		
No Evidence	+25%	+15%
Circumstantial	+0%	+0%
Strong Circumstantial	-15%	-25%
Strong	-25%	-50%
Overwhelming	-50%	-75%

Situation	Innocent Modifier	Guilty Modifier
<i>Known Motivations:</i>		
No Motive	+15%	+25%
Some Motive	+0%	+0%
Strong Motive	-15%	-25%

Situation	Innocent Modifier	Guilty Modifier
<i>Prior crimes:</i>		
No Prior	+15%	+25%
Similar Prior	+0%	+0%
Frequent Prior	-15%	-25%

Guilty modifiers are applied to the practitioner's roll who is defending those who are actually guilty of the crimes. Innocent modifiers are used similarly. In order to gain modifiers, other than for state, the information must be introduced by either the prosecution or the defense. Whomever introduces the evidence uses the modifier on his Law skill roll.

**Notes:** Law skill rolls can be rolled together for a team of Law practitioners. The highest roll for the team is taken as the team's roll against the opponent(s). Some systems of law do not allow for multiple law users or law users at all, others have simpler or more expanded procedures. All these factors are taken into consideration by the Game Master.

## LEGEND LORE

**Attributes:** Knowledge **Rating:** 15  
**Start Bonus:** 2d6% **Time:** Varies  
**Restricted:** No **Learn Time:** 56 Hours

**Description:** The ability to recall the legends of an event, person or item.

**General Usage:** The practitioner can attempt (in 1-3 minutes) to simply recall a particular legend at a 1/2 skill roll or 1-4 (1d4) hours could be spent with some sort of study material concerning legends and a normal roll made to determine the specifics of the legend. Exceptional study material at the Game Master's discretion can decrease the rating of this skill.

**Notes:** The GM determines legends for her world and scenarios.



NAVIGATE

Attributes: Intelligence, Knowledge Rating: 12  
Start Bonus: 2d10% Time: Varies  
Restricted: No Learn Time: 48 Hours

Description: The ability to chart a course.  
General Usage: The skill practitioner uses maps, stars, and instruments (sextant) to chart current position and a favorable course. The skill user rolls for any attempt to chart location or plan a course. It takes 10-60 minutes to chart a course and 1-6 minutes to chart the current location with available maps.  
Special Usage: This skill can be used in place of the skill Direction Knowledge to determine current heading.  
Notes: This skill may be adjusted by the availability of accurate maps. Hazardous sailing areas can be identified by a successful skill roll. Well-known sailing areas may provide a bonus (GM's choice).

PLANAR LORE

Attributes: Intelligence, Knowledge Rating: 14  
Start Bonus: 2d6% Time: Varies  
Restricted: Yes Learn Time: N/A

Description: This skill represents the knowledge of the planar structure of a setting, and the ability to identify various types of supernatural creatures and servants, as well as the home plane of those supernatural beings.  
General Usage: If the practitioner is trying to identify a supernatural being, he must first have determined its supernatural nature in some way (such as Detect Supernatural). The skill user then examines or imagines the supernatural creature in question and either has the answer in a few seconds or is required to research it to gain an answer. If the first skill roll is successful, it indicates that the user has remembered the information. If the first skill roll fails, subsequent skill rolls are allowed after 1d6 hours of research. Additionally, at the GM's discretion, the skill can be used to gain information about another plane or an object from another plane. In the case of an item, it must first be detected as supernatural before it can be identified. (Information about supernatural beings and servants, as well as about planes and planar structure, can be found in the Master's Manual.)  
Special Uses: If the supernatural being has a serious weakness or flaw that could be exploited, a successful 1/2 skill roll will reveal it to the Planar Lore skill user in 2-7 seconds.

Notes: If the practitioner sees a deity, he will know only that it is a deity but none of its powers or abilities. Theology may give more information about the deity. The skill will allow the practitioner to recognize that a creature is undead, but not what kind it is (if the GM chooses to treat undead as supernatural).

POISON LORE

Attributes: Intelligence, Knowledge Rating: 17  
Start Bonus: 1d10% Time: Varies  
Restricted: Yes Learn Time: N/A

Description: The ability to create various poisons from recipes, and to identify poisons.  
General Usage: The skill user gathers the various ingredients necessary to produce the poison. Usually at a cost of 10 gp per dose, per level of poison (GM discretion). The ingredients are combined, and a Poison Lore skill roll is used to determine the success of the batch. Failure indicates non-toxicity. Attempting certain potencies affects the chance of the attempt to produce the whole batch.

Poison Potency	Skill Modifier	Effects Start in:
A	+40%	2d8 hours
B	+35%	2d6 hours
C	+30%	2d4 hours
D	+25%	1d6 hours
E	+20%	1d4 hours
F	+15%	10-60 (1d6x10) minutes
G	+10%	10-40 (1d4x10) minutes
H	+5%	10-30 ((1/2xd6) x10) minutes
I	+0%	1d10 minutes
J	+0%	1d8 minutes
K	+0%	1d6 minutes
L	+0%	1d4 minutes
M	-5%	10-60 (1d6x10) seconds
N	-10%	10-40 (1d4x10) seconds
O	-15%	10-30 ((1/2xd6) x10) seconds
P	-20%	1d10 seconds
Q	-30%	Instantaneous

Special Usage: The skill user can make a roll to identify a poison's type and potency.  
Notes: No practitioner may create a poison whose type is greater than his Goal. In addition to the Goal restriction, the Game Master may choose to restrict beings in creating poisons based on their alignment. Good aligned beings cannot create poison types higher than V. Neutral aligned beings cannot make poison types greater than XX. Evil aligned beings may produce any poison type, even those above XX (which are magical). The Master's Manual outlines the various poison types.  
Special Notes: Poison types come in three forms:  
1) Ingestive: must be imbibed.  
2) Contact: must contact the skin.  
3) Gaseous: must be breathed.

RUINS LORE

Attributes: Knowledge Rating: 15  
Start Bonus: 2d6% Time: Varies  
Restricted: No Learn Time: 50 Hours

Description: The ability to gather information from ruined structures.  
General Usage: The skill user studies the structure for a set period of time to determine the information she seeks. After the period of time passes, a skill roll is made. Failure indicates no knowledge is discovered. Success provides knowledge where possible to the practitioner.

Information Desired	Skill Modifier	Time
What race built structure?	+10%	1 hour
What race occupied structure?	+5%	2 hours
What was purpose of structure?	+0%	3 hours
How was structure destroyed?	+0%	3 hours
What was a particular room used for?	-5%	4 hours
What was the profession of an occupant?	-10%	6 hours
What was found?	-15%	1 day
When was the structure built?	-20%	2 days
When was the structure destroyed?	-25%	3 days

Condition of Ruins	Skill Modifier	Time
Pristine (recently destroyed)	+15%	x1/2
Excellent (well preserved)	+10%	x1/2
Good (some pilferage)	+5%	x1
Average (old site, pilfered)	+0%	x1
Fair (very old site, most items removed)	-5%	x2
Poor (ancient site, little remaining)	-10%	x4
Very Poor (very ancient site, shards)	-15%	x10
Hopeless (eons old, fragments)	-25%	x100



**Special Usage:** With Ruins Lore, a practitioner can examine shards, pieces or relics of a ruin and date the ruin. She can possibly describe the race who built the ruin at a -15% chance, even though the relic has been removed from the ruined site. This takes about 6 hours and a successful skill roll.

**Notes:** A GM may determine that some aspects of a ruin are so alien or damaged as to be impossible to discern.

## SMELL

**Attributes:** Vitality **Rating:** 12  
**Start Bonus:** 2d10% **Time:** 2 Seconds  
**Restricted:** Yes **Learn Time:** N/A

**Description:** The ability of exceptional smell that allows one to distinguish between faint odors. This skill may be used to follow a scent.

**General Usage:** The skill user sniffs the air and attempts to distinguish the smells therein. A successful skill roll indicates that a determination of the various odors has been made.

**Special Usage:** The practitioner can attempt to follow the trail left by an odor.

Trail Age	Modifier
1 hour	+10%
6 hours	+0%
1 day	-10%
2 days	-20%
3 days	-30%
4 days	-40%
5 days	-50%
6 days+	Impossible

**Notes:** Following an odor trail often requires placing the nose nearest the odor, usually near the ground.

## TRACK

**Attributes:** Intelligence, Knowledge **Rating:** 14  
**Start Bonus:** 2d6% **Time:** Varies  
**Restricted:** No **Learn Time:** 56 Hours

**Description:** The ability to identify and follow tracks or impressions left by movement across a physical surface.

**General Usage:** The practitioner scans the terrain to locate the tracks and examines the tracks carefully to determine who or what made them. Identification provides weight of individual, possible race or animal type. Chances of following tracks vary by time passed and condition.

Terrain Type	Skill Modifier	Reroll Every
Soft Soil	+20%	1 hour
Normal Soil	+10%	30 minutes
Packed Soil	+0%	10 minutes
Wood/Tile	+0%	5 minutes
Stony Soil	-10%	1 minutes
Rock/Tile	-20%	30 seconds

Condition	Skill Modifier	Reduce Track chance by
Snow	+20%	20% per day
Snowing	-20%	40% per hour
Mud	+30%	10% per day
Raining	-10%	25% per hour
Blood (indoors)	+40%	5% per day
Blood (outdoors)	+20%	10% per day
Dust (indoors)	+20%	5% per day

Weight	Skill Modifier
200-299 lbs.	+10%
300-399 lbs.	+20%
400-799 lbs.	+30%
800-1499 lbs.	+40%
1500-2999 lbs.	+50%
3000+ lbs.	+60% (but do you really want to find it?)

**Notes:** When tracks reach 100% reduction in chance, they are no longer visible. When tracks reach 100% in chance, they are automatically seen by all beings with sight.



## TRUTH TELL

**Attributes:** Wisdom **Rating:** 13  
**Start Bonus:** 2d10% **Time:** Varies  
**Restricted:** No **Learn Time:** 48 Hours

**Description:** The ability to tell when someone is lying or stretching the truth.

**General Usage:** The skill user listens to the speaker and then makes a skill roll. If the skill roll is successful, the practitioner knows if the character is lying. If the speaker has the skill Lie, then the practitioner must win a contest of skills (Truth Tell vs. Lie).

## UNDEAD LORE

**Attributes:** Intelligence, Knowledge **Rating:** 14  
**Start Bonus:** 2d6% **Time:** Varies  
**Restricted:** Yes **Learn Time:** N/A

**Description:** Allows the successful practitioner to identify and distinguish the various types of undead creatures, whether or not they are lesser, greater or arch, and their abilities and powers.

**General Usage:** The skill user examines or imagines the undead creature in question and either has the answer in a few seconds or is required to research it. If the first skill roll is successful, it indicates that the user has remembered the information. If the first skill roll fails, subsequent skill rolls are allowed after 1d6 hours of research. This skill allows for the identification of the following type: *Undead*. (Information about undead is outlined in the Bestiary and Master's Manual.)

**Notes:** The skill also allows knowledge about how a particular type of undead is created. The conditions necessary to create an undead type are listed with the Call Undead skill, as well as the spells and invocations which raise or create undead. For example, the practitioner would be aware that a Death Knight is created from a dying Dark Knight.

**Special Uses:** If the undead has a serious weakness or flaw that could be exploited, a successful skill roll will reveal it to the user of the skill in 2-7 seconds.



## MAGICAL SKILLS

### ABSORB AURA

**Attributes:** Aura, Will Force

**Start Bonus:** 2d6%

**Restricted:** Yes

**Rating:** 15

**Time:** 5 Seconds

**Learn Time:** N/A

**Description:** The ability to channel the flow of Aura or create an Aura storage device.

**General Usage:** The practitioner concentrates for 5 seconds, picks a target, being, or object, and attempts to take Aura from or give Aura to that target's Aura Pool by touch (flesh contact is not required). The target is allowed a Magic Resistance to avoid the effects of Aura Pool draining. If the Magic Resistance fails, the skill practitioner chooses the amount of Aura drained, up to double his original Aura rating or the limit the target possesses (whichever is lower). No Magic Resistance is necessary to give or voluntarily take Aura from a willing being. The following abilities are available with the skill:

*Take from Aura Pool (+0%, 5 seconds):* Take desired Aura from target.

*Give to Aura Pool (+0%, 5 seconds):* Give desired Aura to target.

*Open Channel (-15%, 10 seconds):* Create a channel. An Aura channel is a two-way connection (through touch) that allows Aura to be given or taken instantly from an Aura Pool. The practitioner can only have one channel open at a time to one being, container or item. An individual that has opened a channel cannot also be the recipient of another channel.

*Make Container (-25%, 1 day):* Create an Aura storage item. The item created can store an amount of Aura points up to double the creator's Aura Control at the time of creation, assuming she has one. Each further point stored in the item causes a cumulative 5% chance of overloading (see below). To create an Aura container, the container must meet the material requirements and conditions of the Enchantment spell, with the same failure chance applying at creation. Once the container has been created and a successful Absorb Aura skill roll is made, 1/10th of a Will Force point is drained permanently from the practitioner for each 10 Aura points that the container will hold (round up, so a 21 point Aura container drains 3/10 of a Will Force point).

**Notes:** If another being receives more Aura points into her Aura Pool than double her Aura Rating, she bursts into flame for 10 seconds. The flame's color is determined by the character's Aura. Damage taken is 1d6 per extra point of Aura received, to 2d6 random areas. This excess Aura is lost immediately and cannot be used to cast a spell. If an item is overloaded with Aura, it explodes as the spell Explosion at the total Aura of the item plus the overloaded amount.

### ANIMAL PROJECTION

**Attributes:** Intelligence, Will Force

**Start Bonus:** 2d6%

**Restricted:** Yes

**Rating:** 15

**Time:** 2 Seconds

**Learn Time:** N/A

**Description:** The successful skill roll allows the caster to mentally connect her consciousness to that of a natural animal.

**General Usage:** The skill practitioner concentrates on a mental image of the animal, and extends her mind into the animal's to create the bond. That bond gives the user the following abilities, which last one hour per Class Title of the user, or until the animal is more than one mile away per Class Title of the user:

- 1) Sight through the eyes of the animal. The user must close her own eyes and be able to concentrate.
- 2) Ability to send and receive thoughts to the animal, providing full mental control of the animal.
- 3) The animal is automatically considered tame (as from the skill Tame Animal) while under the user's influence, and the user has a +20% to use Tame Animal on this animal indefinitely.

**Notes:** Only one creature may be bonded with at a time. Companion or tamed animals allow a +10% modifier to the skill rating.

**Special Notes:** Sapiient animals are immune to the usage of this skill, as are magical animals.

### AREA SENSE

**Attributes:** Wisdom, Knowledge

**Start Bonus:** 2d10%

**Restricted:** No

**Rating:** 13

**Time:** 1 Minute

**Learn Time:** 56 Hours

**Description:** This skill allows questions to be asked of plant and animal life in the area.

**General Usage:** The user of this skill goes into a meditative state and feels for answers from plants and tiny animals. A general sense of what has transpired in the area within the last 24 hour period is sensed. Every additional 24 hours asked about raises the rating by one, lowering the chance by 5%. One question can be attempted per minute. The chance of getting an answer is rolled as shown below:

Area	Skill Modifier
Forest/Jungle	+20%
Swamp	+10%
Savannah/Grasslands	+0%
Mountains/Village	-10%
Underground Caverns/City	-20%

**Notes:** Only the most general feeling is picked up by the user. For example, the practitioner meditates and asks the forest if Goblins have passed through this area. He receives the feeling that many large creatures have passed through within the last hour, but not who or what the creatures were, as the forest is incapable of making such distinctions.

### AURA OF PROTECTION

**Attributes:** Aura, Will Force

**Start Bonus:** 1d10%

**Restricted:** Yes

**Rating:** 18

**Time:** Instant

**Learn Time:** N/A

**Description:** This skill provides the practitioner with various forms of automatic protection against various attacks.

**General Usage:** No effort on the user's part is required to utilize this skill. A visible glow appears around the character in the color of her Aura while this skill is in effect. The protection is applied instantly for that attack or situation only, and lasts only as long as the situation is in effect. In each case, a skill roll is required for the protective effects of this skill. Roll separately for every attack or situation, even if they happen simultaneously. Use the table below based on the situation:

Situation	Skill Modifier	Benefits
Physical Attack	+10%	-2 to be hit, -10 damage
Natural Energy (Fire)	+5%	1/2 damage
Magical Damage	+0%	Immune Magical
Touch Based Attack	-5%	Immune
Control	-10%	Immune

**Immune:** Has no effect on the skill practitioner if skill roll is made.

**Notes:** This skill cannot be used as a non-acquired skill.



**Special Notes:** Attacks at or above 30 Aura, or 100 points or more of physical damage, overpower the above protections and take full effect.

## AWE

**Attributes:** Aura, Will Force

**Rating:** 14

**Start Bonus:** 2d6%

**Time:** Instant

**Restricted:** Yes

**Learn Time:** N/A

**Description:** Allows the practitioner to cause other beings around him to be in awe, forcing them to behave in a subservient manner.

**General Usage:** No concentration or action is required on the user's part. Beings who are in awe must make a Control Resistance. Those that fail will kneel, avert their gaze, and generally act subservient to the practitioner, doing whatever the practitioner asks. A new save is allowed if the practitioner harms or asks the awed being to face danger. A successful resistance allows the awed being to act independently but still hold the practitioner in high regard. Suicidal requests allow two Control Resistances.

**Notes:** Awe can be broken if an anti-control spell, invocation or skill is used (including Remove Fear) or if the practitioner attacks the awed being and a successful Control Resistance is made. If the practitioner leaves the sight of an awed being, the being is no longer subject to Awe.

**Special Notes:** Beings of 10th Title and higher and creatures of 10th level or higher are unaffected by this skill and are not in Awe. Beings with a 20 or higher Will Force are also unaffected. This skill cannot be used as a non-acquired skill.

## BALLAD LORE

**Attributes:** Knowledge, Charm

**Rating:** 17

**Start Bonus:** 1d10%

**Time:** Varies

**Restricted:** Yes

**Learn Time:** N/A

**Description:** Allows the practitioner to write and learn ballads with various magical effects. The skills Sing and Play are used together to perform a memorized ballad.

**General Usage:** If the user finds a magical ballad, he must roll a successful Ballad Lore skill roll to learn it (at the rating of the ballad) after 2-7 hours of study ((1d6+1) x1 hour). A balladeer must first have memorized a ballad before it can be sung and played. Ballads require 5 minutes of practice per rating point to memorize and require a number of memorization points (from Knowledge) equal to the ballad rating. If the skill user wants to create a ballad, 3-12 (3d4) days of study are required for each effect before a Ballad Lore skill roll is made. If successful, the balladeer has learned the ballad, and whenever he makes a successful Sing and Play skill roll, the effects of that song take place. The effects begin after the listed time below and last until the ballad ends. Every 10 minutes, the balladeer must make a Vitality save to continue the ballad. There is a cumulative -5% chance for every Vitality save after the first. When the Vitality save fails, the balladeer is unable to continue further singing and playing and is considered fatigued one level for each 10 minutes of song. Ballads which have more than one effect work in stages, with effects accumulating after the balladeer has spent the appropriate amount of time for each. Thus, if a ballad combined "Awaken" with "Illusion", one of the effects would occur first (such as the Awaken, after 10 minutes) and the next effect would occur later (Illusion, 10 seconds later). If the two effects were in two separate ballads, then each individual effect would end when the ballad ended, instead of being combined.

**Animate (Rating 15/+10%):** 20 seconds. Grant 2-5 objects the power of movement under control of the balladeer. Each object can weigh no more than 200 lb. and moves up to 10' a second.

**Awaken (Rating 18/-5%):** 10 minutes. Cause one non-sapient plant or animal to become sapient. Treat plants as the skill Awaken Plant and animals as the spell Endow Intelligence at 2 Aura per Class Title of the balladeer. This effect lasts as long as the ballad is playing and has a 1% chance of permanence.

**Bravery (Rating 16/+5%):** 30 seconds. Morale is raised by 5% per Class Title of the balladeer for one hour per Class Title of the balladeer. This applies to all friendly listeners.

**Control (Rating 17/+0%):** 30 seconds. All listeners must make a Control Resistance or follow the requests of the balladeer. Those requests that could cause injury or death allow a further Control Resistance. If any Control Resistance is made, then the effects of the ballad are broken for that listener.

**Deadwalk (Rating 19/-10%):** 10 minutes. All the dead buried within sight of the balladeer arise as zombies or skeletons depending on their condition. As long as the ballad continues with this power as its focus they will follow the direction of the balladeer. At the end of this effect they fall where they are. There is a 1% chance per zombie and skeleton of the effect remaining permanent. Those that are permanent will be hostile to all life.

**Find Enemy (Rating 15/+10%):** 10 seconds. When this power goes into effect the balladeer can see a pale glow around those enemies who hear his song.

**Healing (Rating 17/+0%):** 1 minute. All listeners are healed 1d4 points per Class Title of the balladeer in up to one wounded area per Class Title. The areas healed can vary from listener to listener.

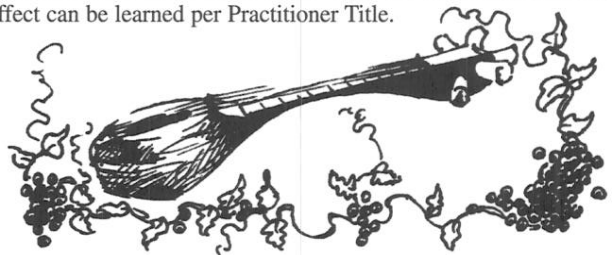
**Illusion (Rating 18/-5%):** 10 seconds. Creates an illusion of one type (sight, sound, smell, taste or touch). Every ten seconds, another illusion type may be added. For purposes of damage or ill effect these illusions are considered to be at 2 Aura per Class Title of the balladeer (see Magic: Illusions).

**Insanity (Rating 19/-10%):** 30 seconds. All listeners must make a Control Resistance or suffer the insanity of the balladeer's choice for the duration of the ballad.

**Pain (Rating 17/+0%):** 20 seconds. All enemy listeners take 1d4 damage per Class Title of the balladeer to one area of the balladeer's choice.

**Sorrow (Rating 16/+5%):** 30 seconds. Morale is lowered by 5% per Class Title of the balladeer for one hour per Class Title of the balladeer. This applies to all enemy listeners.

**Special Notes:** Those that do not have a sense of hearing will be unaffected by the ballad. Except for controlling effects, the listeners need not know the language of the ballad. If the balladeer takes more than 10 points of damage, loses the instrument or is muted, the ballad ends as do any temporary ballad effects. One starting ballad is chosen (or assigned by the GM) when the skill is acquired. Ballad effects can be self-taught by a week of practice and a successful 1/2 skill roll (versus the rating of the ballad). Failure indicates that this ballad effect cannot be learned until the skill increases. Only one additional self-taught effect can be learned per Practitioner Title.







## CANDLE LORE

**Attributes:** Aura, Piety

**Start Bonus:** 2d6%

**Restricted:** Yes

**Rating:** 16

**Time:** Varies

**Learn Time:** N/A

**Description:** This is the same skill as listed with the divine magical skills. The rituals draw power from the Aura of the practitioner and the magic of the candles as well as supernatural forces.

## CRYOKINESIS

**Attributes:** Intelligence, Aura

**Start Bonus:** 2d6%

**Restricted:** Yes

**Rating:** 14

**Time:** 10 Seconds

**Learn Time:** N/A

**Description:** This skill represents the ability to control and use cold temperatures in various ways.

**General Usage:** The user concentrates on the desired effect and mentally wills it to happen. Unlike spells, the amount of Aura needed to create an effect is constant. The Aura from the practitioner's Aura Pool is drained and returns at the user's Aura Regeneration Rate.

*Chill* (10 Aura; +5% modifier): Reduces air temperature by 5 degrees per Class Title in a 10' radius per Class Title.

*Frost* (12 Aura; no modifier): Causes one being or object to suddenly drop in temperature; 1d4 damage per Class Title in one area and all areas surrounding it.

*Freeze* (14 Aura; -5% modifier): Freezes up to 2' x 2' x 2' of liquid per Class Title.

*Ice* (16 Aura; -10% modifier): Creates up to 1' x 1' x 1' of ice per Class Title in any shape he desires.

*Cold Blast* (18 Aura; -20% modifier): Creates a cone 5' long per Class Title and 2' in diameter per Class Title. All caught within the area of the blast take 1d4 damage per Class Title to exposed areas. Exposure consists of an area that has less than 5 points of armor protection.

**Special Use:** The practitioner can make a skill roll when forced to suffer the effects of a cold based attack or effect. If the skill roll is successful, the practitioner gets a +20% to Magic Resistance for that attack and any damage from the attack is reduced by -1 per die.

**Notes:** Beings immune to cold are unaffected by this skill. All other beings must make a Magic Resistance. If a Magic Resistance is made by 1/2 or more, then no damage is applied. If a Magic Resistance is made by less than 1/2, then 1/2 damage is dealt. If a Magic Resistance is failed, then full damage is applied.

## DETECT AURA

**Attributes:** Intelligence, Aura

**Start Bonus:** 2d6%

**Restricted:** Yes

**Rating:** 14

**Time:** 5 Seconds

**Learn Time:** N/A

**Description:** Allows the user to ascertain and feel the Aura strength of a person, place or thing.

**General Usage:** The user concentrates on the focus and decides to either read a general Aura rating or the Aura Level of any magic powers an item or creature has; a skill roll is then made. Success indicates exact knowledge of the Aura rating or the Aura Level of a power.

**Notes:** The GM makes the skill roll and translates the outcome to the practitioner.

## DETECT MAGIC

**Attributes:** Knowledge

**Start Bonus:** 2d6%

**Restricted:** No

**Rating:** 15

**Time:** 5 Seconds

**Learn Time:** 60 Hours

**Description:** Allows the user to see light surrounding Aura based magic (not divine magic).

**General Usage:** The user concentrates for 5 seconds, and the GM makes a skill roll and translates the outcome to the practitioner. If the skill roll is successful, magic items and effects (from magical skills or spells) within sight of the caster glow with a pale light. The Aura of a being will also glow slightly. The user also gets a sense of whether the magic is a power or just a spell or effect. She also has a feeling of how many, if any, powers an item has, though not their effects. The magic sight lasts for one minute. This skill will not detect divine magic, skills or invocations.

**Notes:** The light that the caster sees (on an object or person) does not have a color specific to any alignment.

## ELIXIR

**Attributes:** Intelligence, Knowledge

**Start Bonus:** 1d10%

**Restricted:** Yes

**Rating:** 18

**Time:** Varies

**Learn Time:** N/A

**Description:** The ability to combine magical ingredients (called hermetics) to produce a liquid or powder containing magical power. The skill also can be used to identify elixirs upon a successful skill roll.

**General Usage:** The practitioner must first find and locate a base material into which all other ingredients will be mixed. Base material can be magical water, [un]holy water, ground mithreel, ground adamantium, ground magical stone or gem, ground magical animal part, liquid from magical animal, etc. Each ounce of ground material or liquid will produce one dose of the elixir. Next, magics must be introduced into the base material. There are two ways to do this:

1) An item such as a scroll or potion could be ground or cast into the mixture, imbining it with whatever power the item previously possessed.

2) A magic item may be temporarily drained of a power to imbibe the elixir with magics. The power returns to the magic item when it is at full Aura. Aura is drained to 0 during this process and returns at the normal rate of one point per day. (See the Magic section for a full explanation of magic items and how powers work.)

The entire process takes one day of preparation plus one hour per dose prepared. The Aura of the elixir equals the strongest Aura of the materials used to create it. During usage, powdered elixirs are sprinkled over the body.

**Notes:** Elixirs, unlike traditional potions (created with Potion Lore), can have more than one power. However, an elixir can have no powers that would cancel each other out (such as fire and cold). Up to one power per Practitioner Title can be placed into the elixir. Under no circumstances can the power of an elixir be made permanent, or last more than one day.

**Special Usage:** The practitioner may decide to combine two magics into one. For example, a ground Produce Fire scroll and a Breathe potion, producing one power (Breathe Fire). This is done at the discretion of the Game Master.

**Special Notes:** The Game Master is arbitrator of all possible powers and effects. He should provide more information about the types of powers and abilities that potions and other materials (hermetics) can produce; these items can be found in the Master's Manual.

**Example:** A 6th Title Alchemist (4th Practitioner Title) takes 2 ounces of magical wood and prepares it over the course of a day, ending with a vat of finely ground magical wood. He can mix up to four items into an elixir. The following day, four items are introduced to the medium: a Ring of Flying, a ground scroll with the spell Float, a Breathe potion, and the dried scales of a mermaid. The ring is recovered from the medium after creation and is temporarily drained of its flying power, giving the power of Fly to the elixir. The scroll is consumed in the process and gives the spell Float to the elixir. The Breathe potion grants to the elixir the power to breathe underwater, and the scales are magical (allowing the Mermaid to dive deeper than a human could without the pressure constraints), so the power of ignoring pressure is added as well (the GM dubs this ability "Withstand Pressure"). When the skill roll is made successfully, an elixir is created with two doses that are in powdered form and can be sprinkled on the user. The user would then get the following powers: Fly, Float, Breathe, and Withstand Pressure. The Aura Level of the elixir is at the highest of the items used in its construction. The ring was the highest Aura (with a Base Aura Level of 12), so all the powers are at 12 Aura. The mermaid scales do not operate based on Aura, so the duration is rated at one day.

## ELECTROKINESIS

**Attributes:** Intelligence, Aura **Rating:** 18  
**Start Bonus:** 1d10% **Time:** 10 Seconds  
**Restricted:** Yes **Learn Time:** N/A

**Description:** This skill represents the ability to magically manipulate electricity.

**General Usage:** The user concentrates on the desired effect and mentally wills it to happen. Unlike casting spells, the amount of Aura needed to create an effect is constant. The Aura is drained from the Practitioner's Aura Pool and returns at the user's Aura Regeneration Rate.

**Spark** (10 Aura; +10% modifier): Creates an electrical spark that will start a combustible burning. Range is sight.

**Crackle** (12 Aura; no modifier): Causes one being or object to be engulfed in electricity; 1d8 damage per Class Title in one area and all areas surrounding it.

**Bolt** (14 Aura; -5% modifier): Creates a bolt of electricity that travels 10' per Class Title in a straight line. It does the damage of **Crackle** all against beings it strikes.

**Ball** (18 Aura; -20% modifier): Creates a ball of lightning 1' radius per Class Title that travels up to 10' per Class Title. All caught within the area of the ball take 1d8 damage per Class Title to exposed areas. An exposed area consists of an area that is protected by less than 5 points of non-metal armor protection.

**Special Use:** The practitioner can make a skill roll when forced to suffer the effects of an electrical based attack or effect. If the skill roll is successful, the practitioner gets a +20% to Magic Resistance for that attack and any damage from the attack is reduced by -1 per die.

**Notes:** Beings immune to electricity are unaffected by this skill. All other beings must make a Magic Resistance. If a Magic Resistance is made by 1/2 or more, then no damage is done. If a Magic Resistance is made by less than 1/2, then 1/2 damage is dealt. If a Magic Resistance is failed, then full damage is applied.

## EMPATHY

**Attributes:** Aura, Will Force **Rating:** 16  
**Start Bonus:** 2d6% **Time:** Varies  
**Restricted:** Yes **Learn Time:** N/A

**Description:** The ability to magically draw another's hurt into one's self and cure it.

**General Usage:** The user touches the victim for 10 seconds and the victim's affliction is transferred to the skill practitioner. This happens automatically without skill roll. The skill roll must be made to cure the affliction. If the skill roll fails, the practitioner will be affected with the same affliction if he fails the save for that type of affliction:

Affliction	Rating	Skill	Time	Save
	Modifier	Modifier		
Damage	+0	+0%	10 seconds	None
Fear	+1	-5%	10 seconds	Control Resistance
Poison	+2	-10%	10 seconds	Poison Resistance
Disease	+3	-15%	10 minutes	Disease Resistance
Insanity	+4	-20%	10 minutes	Will Force

**Notes:** Care must be taken when Empathy is used. A victim that has gone unconscious because of an affliction causes the Empathy skill user to make a Will Force save or also go unconscious, losing the chance to remove the affliction from themselves. A victim that dies in the time required to draw out the affliction causes the skill user to make a Will Force save or likewise die.

## EMPATHY MAGIC

**Attributes:** Intelligence, Aura **Rating:** 15  
**Start Bonus:** 2d6% **Time:** Varies  
**Restricted:** Yes **Learn Time:** N/A

**Description:** The ability to perform various magics based on empathy.

**General Usage:** The skill practitioner uses ritual and objects belonging to the Empathy Magic's focus to create the effect. A skill roll is made upon completion of the ritual, and the effect happens if the skill roll is successful. Rituals take five minutes per rating point to memorize and take a number of memorization points equal to the skill rating of the ritual.

### Empathy Magic Rituals

**Heal** (Rating 15/+0%): 10 minutes. Heals 1d4 per Practitioner Title to one body area. The practitioner suffers one level of fatigue for each 10 points healed. **Object:** Blood\*.

**Love** (Rating 16/-5%): 30 minutes. Causes the focus to have a positive reaction to a being of the skill user's choice unless a Will Force save is successful. **Object:** Hair\*.

**Luck** (Rating 16/-5%): 10 minutes. Grants 4 luck points to the focus. Each point can be used to alter a die roll by +/-1/5% in favor of the focus. Only one point can be used at a time. Luck lasts one day. **Object:** Clover\*.

**Power** (Rating 18/-15%): 30 minutes. Allows the practitioner to transfer the use of one magical skill, power or spell to the focus for one full day, during which time the skill user cannot use the ability. **Object:** Gem\*.

**Protection** (Rating 18/-15%): 20 minutes. Causes the focus to be +5% to Magic, Illusion and Control Resistance for one full day. **Object:** Clothing\*.

**Transfer** (Rating 17/-10%): 1 minute. Allows the user to transfer one attribute point per 2 Practitioner Titles from any attribute of the practitioner to the focus being. Points transfer back in 24 hours. **Object:** Cup\*.

# magical skills

**Wealth (Rating 17/-10%):** 1 hour. The next monetary transaction completed by the focus will go in favor of the focus, generating more money. Transaction must be within one day of ritual.  
**Object:** Coin\*.

\*Must have once belonged to or been held by the focus.

**Notes:** Only one Empathy ritual may be performed per focus, per day. No Empathy Magic effect lasts longer than one day. The focus of the empathy magic can be anywhere on the same plane as the skill user.

**Special Notes:** Beings protected from magical effects are unable to be aided by Empathy Magic.

## EMPOWER

**Attributes:** Aura, Will Force

**Start Bonus:** 1d10%

**Restricted:** Yes

**Rating:** 18

**Time:** 1 Hour

**Learn Time:** N/A

**Description:** The ability to take or give Aura-based magic powers between beings and magical objects.

**General Usage:** The practitioner chooses a focus and a target. The focus may be an item or a living being, as may the target. One hour of concentration is used to draw a single magic power or ability out of the focus and apply it to the target. The target may be the practitioner herself. The new power is at the Aura Level of the item, or twice the Class Title of the being. Intelligent beings or items used as a focus may make a Magic Resistance to avoid losing the power, thereby making it impossible for the practitioner to remove the power without another attempt.

**Notes:** (The Magic section explains how magic items and their powers work, and to fully understand this skill that information should be read.) No being may possess more than one power per 2 Titles (for beings with a class) or levels (for creatures), by this method. A magic item cannot be moved up more than one classification by adding powers through this method, meaning that a minor item that had two powers already can now have no more than five powers. No arch magic item can be raised to an artifact unless a supernatural being or one above 15th Title is using Empower. If an item is non-magical, or a being is 0 Title, then powers given by the Empower function will be at 0 Aura (no effect). Some care concerning transferred powers should be taken in applying new powers. For example, the power Sharpness is transferred from a sword to a being. If that being possesses no sharp edges (short fingernails), then the Sharpness would have no way of being used, and activation of the power would cause no effect. Simply growing long nails in this case would allow a focus for the Sharpness power. Magical substances (herbs, potions, magical animal parts, etc.) that do not have powers based originally on spells can be transferred by this method. Where no duration is given, assume one hour per Class Title of the being who receives the new power. This skill does not apply to divine magic items or powers.

### Classification of Magic Items:

- 1) Non-Magical = 0 powers (0 Aura)
- 2) Minor = 1-2 powers
- 3) Major = 3-5 powers
- 4) Arch = 6-9 powers
- 5) Artifact = 10+ powers

The new power is usable depending on the Class Title of the being using Empower:

Title	Usable
0	1x month
1-3	1x week
4-6	1x day
7-9	2x day
10-12	3x day
13-15	4x day
16+	5x day

**Special Notes:** Powers that transform other powers, or have the potential to do so, are not transferable by this skill (such as Wish, Unlimited Wish, Set, Delay, Extend, Intensify, Permanency, Enchantment). If Dispel Magic is cast on the power, instead of destroying the power it merely returns it to its origin. If Dispel Magic is cast on the individual or item that is missing the power, then the power returns as well. The only method for permanently keeping a power by this method is to have the spell Permanency cast on the power or to destroy the original item or being.

## GATE

**Attributes:** Aura, Will Force

**Start Bonus:** 1d6%

**Restricted:** Yes

**Rating:** 20

**Time:** 1 Day

**Learn Time:** N/A

**Description:** The ability to create a permanent dimensional gate connecting any two points or connecting a single point to a network of existing gates.

**General Usage:** The practitioner decides which two points will be connected or where to add the new point in a network of gates. The practitioner then decides whether to make the points fixed or tied to an object. The user then prepares the object or location of the gate, places herself in it and enters a meditative state. The user imagines herself moving rapidly toward the second point or the next gate in the network. When the user has mentally arrived at the location, she decides whether to fix the other end of a gate to a point or an object just as she did the entrance. If the user wished to make a two-way gate, then a mental return trip would be made, allowing a two-way connection. The whole process is repeated numerous times throughout the day to cement the connection by making many trips. Small rest breaks are taken between mental trips, but the user may not physically leave the entrance gate until the day has passed. At the end of the day, a skill roll is made to see if the gate has cemented. Failure indicates no result. Use of the gate can be restricted by a command word, thought or deed. The practitioner can now step into the gate and will physically appear at the other end.

**Notes:** Networks can be setup in many ways. One method is to make each point in the gate network lead to another point, and that point then leads to the next point, leading to the next, etc. until the circle is complete. Alternately, one gate can lead to many or all of the other gates. In such cases, a command word, thought or deed must be set in place by the practitioner to determine which gate the user will travel to when stepping through the entrance.

**Special Notes:** Only entrance gates can be dispelled by magic. A practitioner may add to another practitioner's network of gates. If Dispel Magic is cast as a traveler enters a gate, the traveler must make a Magic Resistance or be cast loose from the gate system before arriving at the destination, ending up trapped in the phase plane. Gates are restricted to a single plane unless the user has the ability to travel to another plane through the skills such as Phase or Plane Shift. In such cases the user must make a skill roll for the appropriate skill (or successfully use the skill, power or spell) after rolling the Gate skill



chance to establish the connection to the other planar gate. Magical gates cannot connect to divine magical gateways or vice versa.

## IDENTIFY

**Attributes:** Knowledge, Aura **Rating:** 14  
**Start Bonus:** 2d6% **Time:** 10 Minutes  
**Restricted:** Yes **Learn Time:** N/A

**Description:** The ability to identify the magical powers, abilities or usages on or in a being, area or item. The skill works for items based on Aura and does not extend to divine magic items.

**General Usage:** It must be first confirmed that the item is magical before attempting an Identify skill roll. The practitioner makes physical contact with the magical being, area or item and extends his Aura Field to touch that of the magical person, place or thing. Success indicates that all the magical powers, abilities and usages were identified.

**Notes:** Persons, places or things protected by spells like Non-Detection or Conceal Magic cannot be identified by this method. Likewise, some or all of an artifact's powers may be hidden because of its nature. Those the GM determines are hidden cannot be identified. This skill cannot be used to identify the divine magical nature of an item. See the Magic section for more information on magic items.

## ITEM TELL

**Attributes:** Aura, Will Force **Rating:** 15  
**Start Bonus:** 2d6% **Time:** 10 Minutes  
**Restricted:** Yes **Learn Time:** N/A

**Description:** The ability to read an item's past.

**General Usage:** The practitioner holds the item in her hands and feels the magical vibrations of past events stored within. After 10 minutes a skill roll is attempted. Success indicates a mental feeling or picture of all positive and negative things that happened around the item in the last week. Subsequent uses of the skill can delve further backwards, a week at a time.

**Notes:** Items protected by Non-Detection are immune to the effects of this skill, as are artifacts.

## LEVITATION

**Attributes:** Aura **Rating:** 16  
**Start Bonus:** 2d6% **Time:** 5 Seconds  
**Restricted:** Yes **Learn Time:** N/A

**Description:** The ability to magically adjust the weight of one's body and thus cause it to rise or slowly drop.

**General Usage:** The practitioner concentrates for five seconds, willing her physical weight away. If the skill roll is successful, the practitioner can then levitate at a slow rate by adjusting her specific gravity. The practitioner can move at no more than 10' per second and can only move up or down. The effect may last up to ten minutes per Practitioner Title.

**Notes:** The practitioner is at the mercy of the prevailing winds or any other force that is applied. Subsequent attempts after failure each take an additional 5 seconds.

**Special Notes:** This skill does not require concentration, thus the practitioner may cast spells and invocations while levitating. The practitioner may choose to concentrate and make a second skill roll in order to move laterally as well as up and down, but this type movement is at a rate of 1' per second.

## MASSMIND

**Attributes:** Intelligence, Will Force **Rating:** 20  
**Start Bonus:** 1d6% **Time:** See below  
**Restricted:** Yes **Learn Time:** N/A

**Description:** This is the ability to create a group mind out of willing or conquered sub-minds.

**General Usage:** The skill user first finds a willing being, either by using some form of mental domination (through mental combat or the like). Once this has been achieved, a Massmind skill roll will allow the conquered or willing being to become a sub-mind in the collective Massmind. Sub-minds are secondary to the mastermind that the skill user becomes. The mastermind of the Massmind gains the following powers and requirements:

- 1) By closing his eyes or meditating he can see or feel through the senses of any or all of his sub-minds at once. This is a passive sampling akin to viewing many plays at once. An Intelligence save is required to catch individual impressions searched for.
- 2) A single command can be given to all the sub-minds at once. This takes 1d4 seconds.
- 3) Individual sub-minds can be controlled or commanded at will but only one at a time by the mastermind through concentration.
- 4) The skill user can make a skill roll and will a sub-mind to die. That sub-mind then receives massive feedback trauma which does 3-30 points of damage per 10 seconds in the upper torso until the sub-mind being dies.
- 5) Spells and mental abilities may be cast from the mastermind through the sub-minds.
- 6) If a sub-mind is shielded from the mastermind, there is a cumulative 5% chance per hour of a permanent break of the Massmind linkage to that individual. Breakage causes 2d4 rounds of feedback trauma as described in 4 above. If the being survives this, he will return to normal in 30 days minus one day per original Will Force of the sub-mind being.
- 7) Damage to the sub-minds has no effect on the mastermind.
- 8) Any or all sub-minds can be given temporary autonomy. This autonomy allows a 5% cumulative chance per day of autonomy of breaking the Massmind link. There can be commands and requirements as part of that autonomy set by the skill user. The 5% cumulative chance is restarted each period of autonomy.
- 9) Anytime a new sub-being is added to the Massmind, all sub-beings must make a Will Force save. Failure indicates the sub-being goes insane and gets a random insanity, but remains linked. If the number of total sub-minds is greater than the Will Force of the sub-mind making the Will Force save, death is the result of failure by the method described in 4 above.
- 10) All sub-minds will have the alignment of the mastermind during the linkage.
- 11) The mastermind must make a Will Force save for every sub-mind added. Failure indicates a random insanity for the mastermind. A second failure on the addition of another sub-mind causes the mastermind to be merged permanently into the Massmind as a sub-mind. In this case, the Massmind will then attempt to grow itself to the maximum size possible and will act as a single unit with behavior that will be defined by the Game Master. This results in the death of the character or being as a separate entity and the birth of a new Massmind creature encompassing all the sub-units. All magical powers and mental abilities are available to any sub-unit, making the new entity extremely powerful. The new entity does not suffer from the restrictions of a required Will





Force save for newly added sub-minds. This allows the Massmind to grow in size without limit. For purposes of mental combat, the Massmind is considered one Will Force per sub-mind. Mental combat against the masterless Massmind is considered against the whole being at once.

- 12) Mental death from mental combat results in death of all sub-beings as 4 above. Control resulting from mental combat is control of the entire massmind. Death of any sub-unit through any other means has no effect whatsoever on the masterless Massmind.
- 13) Any mental attack against any one sub-mind is directed by the mastermind. The mastermind is considered to be at her normal Will Force plus one per sub-mind for purposes of mental combat (see Mental Combat).
- 14) The Mastermind is immune to control or possession in any form so long as a single sub-mind is still linked to the skill user.

**Notes:** The length of time necessary to use this skill depends on the time needed to successfully defeat a being in mental combat.

## METAL LORE

**Attributes:** Aura, Will Force

**Start Bonus:** 1d10%

**Restricted:** Yes

**Rating:** 17

**Time:** 10 Minutes

**Learn Time:** N/A

**Description:** The ability to take or give magic powers between metal magical objects and the ability to magically shape metal.

**General Usage:** The practitioner chooses a focus and a target. The focus must be a metal item, and the target may be either a metal item or a living being. Ten minutes of concentration is used to draw a single magic power or ability out of the focus and apply it to the target. The target may be the practitioner herself. The new power is at the Base Aura Level of the item or twice the Class Title of the being.

**Special Usage:** The practitioner may shape one cubic foot of metal material per Class Title per ten minutes (0 Title beings can shape one cubic foot). Shaping allows the user to alter both shape and density. Density can be reduced to half normal or increased to twice normal. A Metal Lore skill roll is required before each shaping. Metal Lore shaping can also be used to separate a piece into two parts or to make an edge. In the case of separating a magical metal item into two parts, a Magic Resistance must be made by the magic item or it is ruined. If the resistance is successful, then all magical powers and abilities will stay with the largest piece.

**Notes:** No being may possess more than one power per 2 Titles (for beings with a class) or levels (for creatures), by this method. A magic item cannot be moved up more than one classification by adding powers by this method. No arch magic item can be raised to an artifact unless a supernatural being or one above 15th Title is using the Metal Lore. If an item is non-magical or a being is 0 Title, then powers given by Metal Lore will be at 0 Aura (no effect). Where no duration is given assume one hour per Class Title of the being who receives the new power.

### Classification of Magic Items:

- 1) Non-Magical = 0 powers (0 Aura)
- 2) Minor = 1-2 powers
- 3) Major = 3-5 powers
- 4) Arch = 6-9 powers
- 5) Artifact = 10+ powers

The new power is usable depending on the Class Title of the being using Metal Lore:

Title	Usable
0	1x month
1-3	1x week
4-6	1x day
7-9	2x day
10-12	3x day
13-15	4x day
16+	5x day

**Special Notes:** Powers that transform other powers or have the potential to do so are not transferable by this skill (such as Wish, Unlimited Wish, Set, Delay, Extend, Intensify, Permanency, Enchantment, and Creation). If Dispel Magic is cast on the power, instead of destroying the power it is merely returned to its origin. If Dispel Magic is cast on the individual or item that is missing the power, the power returns as well. The only method for permanently keeping a power by this method is to have the spell Permanency cast on the power or to destroy the original item or being.

## MIND DANCE

**Attributes:** Intelligence, Will Force

**Start Bonus:** 2d6%

**Restricted:** Yes

**Rating:** 16

**Time:** 5 Seconds

**Learn Time:** N/A

**Description:** The ability to project or read images into and from the mind of another, especially while the focus being is unconscious or in a meditative state.

**General Usage:** The skill user enters a meditative trance and then reaches out mentally to someone within one mile per Will Force point. The being must be one the skill user can visualize (through insight or has seen before). An attempt is made to establish the link. If the skill user makes the skill roll and the focus is not protected mentally from intrusion, the link is established and images can be projected or read for 10-60 minutes (1d6x10 minutes).

Situation	Skill Modifier
Focus is sleeping	+0%
Focus is meditating	-5%
Focus is awake	-10%
Focus is awake and aware of contact attempt	-15%

**Notes:** Beings protected by spells or powers like Mind Set are immune to the effects of this skill. If the skill user can also use the skill Thought Projection or some form of Telepathy, then a -4 rating is applied to this skill giving a +20% chance. If the focus desires such contact and also has Mind Dance, Thought Projection, Telepathy or Improved Telepathy, an additional -4 rating is applied, increasing the chance by another +20%. If a target is aware of potential mind contact, surface thoughts may be masked if a Will Force save is made. Due to the intense concentration necessary, surface thoughts cannot be masked on a constant basis in this manner.

**Special Notes:** Words cannot be transferred between beings with this skill, only images. This skill does not allow for the practitioner to initiate mental combat.

## MIND LINK

**Attributes:** Intelligence, Will Force **Rating:** 17  
**Start Bonus:** 1d10% **Time:** 2 Seconds  
**Restricted:** Yes **Learn Time:** N/A

**Description:** Allows the skill user to mentally connect to other beings known personally or by name.

**General Usage:** The skill user tries to establish contact with another being. She establishes contact if the skill roll is successful. Additional successful skill rolls every two seconds can add another being to the link. A linked being has the following abilities:

- 1) Mental telepathy with no distance requirement to all others in the link. This does not extend into other planes or dimensions.
- 2) Any mental combat against an individual mind-linked is against the strongest Will Force being within the mind link. If the individual dies or is enslaved, the link is broken to that mind-linked individual.
- 3) Mental combat can be extended from anyone in the link, through anyone else in the link to any being within sight of anyone in the link.
- 4) Anyone in the link can relax and close off one or more of their own senses and pick up on the sensations of any one other mind-linked being.

**Notes:** Only one mind link is allowed per Will Force of the skill user.

## PHASE

**Attributes:** Aura, Will Force **Rating:** 16  
**Start Bonus:** 2d6% **Time:** 10 Seconds  
**Restricted:** Yes **Learn Time:** N/A

**Description:** The ability to make oneself physically insubstantial and enter the phase plane.

**General Usage:** The user focuses her Will Force on becoming insubstantial. A skill roll is required at the end of a 10 second period to see if the attempt was successful. The practitioner remains phased until a second skill roll is made to become tangible.

**Special Usage:** The practitioner may move one foot at the temporary expense of one Will Force. The practitioner may use existing phased surfaces for movement at no Will Force cost.

**Notes:** The phase plane can have objects of its own stored there and has beings which exist in phase. While a being is phased she appears normal at a glance, but careful observation will note that the being may not be standing directly on the floor. Also, the phased being becomes somewhat translucent. Beings and objects in the phase plane remain motionless unless another skill or a spell of flight or propulsion is used. Sometimes large objects such as a room will be phased, in such cases a phased being can walk on such surfaces.

**Special Notes:** Phased beings can have no direct interaction with the earthly plane. This includes physical, mental, magical or otherwise. They cannot be heard when they speak, but their lips can be read.

## PLANE WALK

**Attributes:** Aura, Will Force **Rating:** 19  
**Start Bonus:** 1d10% **Time:** 10 Minutes  
**Restricted:** Yes **Learn Time:** N/A

**Description:** Identical to the divine magical skill Plane Shift the but not of a divine nature (based on Aura rather than Piety).

## PLAY

**Attributes:** Knowledge, Aura **Rating:** 14  
**Start Bonus:** 2d6% **Time:** Varies  
**Restricted:** Yes **Learn Time:** N/A

**Description:** The ability to play a magical instrument and have its desired effects activated. This skill also allows for magical ballads to be played when combined with Sing (see Ballad Lore).

**General Usage:** The practitioner begins playing the instrument, then a skill roll is made to activate its magical power. If the skill roll fails, the power is not activated. When playing a ballad (created with Ballad Lore), the practitioner makes his Play and Sing rolls together, and the effects of the Ballad take place (see Ballad Lore).

**Special Usage:** This skill may be combined with skills like Wood Lore, Metal Lore, Stone Lore or Empower, or spells like Enchantment or Permanency to create magical instruments whose powers can only be activated by a successful Play skill roll. The item is made as described by the rules for each of the above skills, and then a Play roll is made to embed the magic into a particular song, set of notes or note. The Identify skill, if rolled successfully, will identify the required note or notes to release each magical power.

## POEM LORE

**Attributes:** Intelligence, Knowledge **Rating:** 16  
**Start Bonus:** 2d6% **Time:** Varies  
**Restricted:** Yes **Learn Time:** N/A

**Description:** The ability to write and learn magical poems, whose effects are released with the skill Recite.

**General Usage:** Poems require 5 minutes per rating point to memorize and require a number of memorization points equal to the poem rating. If the user comes across a magical poem, she must make a successful Poem Lore skill roll to learn it after 2-5 hours of study ((1d4+1) x 1 hour). If the skill user wants to create a poem of her own, then 2-5 days of study are required before a Poem Lore skill roll is rolled. If successful, the poem is created and its random attributes are then rolled and fixed.

### Poems and Listener's Effect

**Anger (Rating 16/+0%):** 3d6 seconds. Cause listeners to roll at +30% to Berserking and fight the opponent(s) named in the poem. Lasts until end of combat or 1d4 hours.

**Binding (Rating 20/-20%):** 10-40 seconds. All listeners must make a Control Resistance or be held bound in place for 1d6 minutes.

**Blindness (Rating 20/-20%):** 10-40 seconds. All listeners must make a Control Resistance or be blinded for 1d6 minutes.

**Control (Rating 21/-25%):** 6d6 seconds. All listeners must make a Control Resistance or follow instructions within the poem. All life threatening or dangerous actions called for allow a new Control Resistance roll.

**Healing (Rating 17/-5%):** 10-40 seconds. The area most damaged on each listener is healed 1d4 per Practitioner Title.

**Illusion (Rating 19/-15%):** 4d6 seconds. Causes an illusion to appear with visual and audio components only. Lasts 10-40 minutes.

**Listening (Rating 18/-10%):** 3d6 seconds. Causes all users to make a Control Resistance or listen to skill user for 10-40 minutes. Other actions may be taken by the listeners while they listen.

**Love (Rating 14/+10%):** 2d8 seconds. causes a -20% to all Control Resistances required to be made from any effect generated from the skill user. Causes a +20% to all affinity or skill rolls against the skill user. Lasts 1d4 hours.

**Luck (Rating 17/-5%):** 10-30 seconds. Grants 2-5 luck points to each listener to be used as the spell Luck.

**Pain (Rating 18/-10%):** 4d4 seconds. An area of the practitioner's choice is damaged by 1d4 per Practitioner Title.

**Revealing (Rating 19/-15%):** 6d6 seconds. All items or beings that are invisible, or hidden by illusion are revealed to the listeners for the duration of the poem for up to 2-7 (1d6+1) minutes.

**Unlucky (Rating 18/-10%):** 4d6 seconds. The skill user grants 2-5 unlucky points against each listener to be used by the practitioner against the listeners as the spell Unluck.

**Notes:** The above poems may be supplemented at GM discretion with other poems of various power and difficulty.

## POTION LORE

**Attributes:** Intelligence, Knowledge **Rating:** 15  
**Start Bonus:** 2d6% **Time:** Varies  
**Restricted:** Yes **Learn Time:** N/A

**Description:** The ability to create magical and divine magical potions and formulas for potions, and to identify a potion or interpret another's potion formula.

**General Usage:** All ingredients are gathered and combined according to the formula. When the formula is completed, the skill roll determines if the particular batch is magical or inert.

**Special Usage:** A skill roll is required to identify a potion or interpret another's potion formula. A skill user who wishes to create her own formula must first do 3d6 weeks worth of research and make a skill roll. If the skill roll fails, then no more attempts to create that particular potion formula can be attempted until the skill user improves this skill. The research costs 10-40 gp per week.

**Special Notes:** A GM may decide both the makeup of formula and whether the ingredients are available. Potion formulas are carefully guarded secrets and are not readily available. See the Master's Manual for more details on potions. An example formula might be:

*To create a potion of healing (one dose).*

- 1) one pint of magical or holy water
- 2) 2 pinches of ground unicorn horn or hoof or one magical herb of healing, ground
- 3) 6 tears
- 4) one teaspoon of sea salt

**Directions:**

- Pour liquid into a metal container; add tears immediately.
- Drop in unicorn powder or herb powder; simmer slowly over a magical fire for two hours. After two hours add salt and bring to a boil.
- Boil until liquid is approximately 1/2 its original size. Pour into vial and seal.

## PREDICT

**Attributes:** Intelligence, Will Force **Rating:** 14  
**Start Bonus:** 2d6% **Time:** 1 Minute  
**Restricted:** Yes **Learn Time:** N/A

**Description:** The ability to mentally ask a question about the future and receive a yes or no feeling as a reply.

**General usage:** The skill practitioner closes his eyes and asks a simple question. A skill roll is made to determine success. Failure indicates a wrong answer. The answer, right or wrong, appears in the mind of the practitioner as a feeling. Generally, the practitioner does not know from where the feeling originated. Only one attempt per Class

Title can be made per day.

**Special Notes:** A GM has final say on whether a question is answerable, and may allow only for an ambivalent feeling instead of yes or no to indicate that the question was either too complex or not answerable.

## PYROKINESIS

**Attributes:** Intelligence, Aura **Rating:** 16  
**Start Bonus:** 2d6% **Time:** 10 Seconds  
**Restricted:** Yes **Learn Time:** N/A

**Description:** This skill represents the ability to control and use heat and fire in various ways.

**General Usage:** The user concentrates on the desired effect and mentally wills it to happen. Unlike various spells, the amount of Aura needed to create an effect is constant. The Aura is drained from the practitioner's Aura Pool and returns at the user's Aura Regeneration Rate.

**Warm (10 Aura; +5% modifier):** Increase air temperature by five degrees per Class Title.

**Burn (12 Aura; no modifier):** Cause one being or object to suddenly rise in temperature; 1d6 damage per Class Title in one area and all areas surrounding it.

**Boil (14 Aura; -5% modifier):** Boil up to 2'x 2'x 2' of boilable liquid per Class Title.

**Fire (16 Aura; -10% modifier):** Create up to 1'x 1'x 1' of fire per Class Title in any shape he desires. Normal combustible material is required to keep fire going.

**Fire Blast (18 Aura; -20% modifier):** Create a cone 5' long per Class Title and 2' in diameter per Class Title. All trapped within the area of the blast take 1d6 damage per Class Title to exposed areas. An exposed area consists of an area that is protected by less than 5 points of armor.

**Special Use:** The practitioner can make a skill roll when forced to suffer the effects of a fire based attack or effect. If the skill roll is successful, the practitioner gets a +20% to Magic Resistance for that attack and any damage from the attack is reduced by -1 per die.

**Notes:** Beings immune to fire are unaffected by this skill. All other beings must make a Magic Resistance. Range for these effects is sight, unless otherwise noted. If a Magic Resistance is made by 1/2 or more, then no damage is done. If a Magic Resistance is made by less than 1/2, then 1/2 damage is dealt. If a Magic Resistance is failed, full damage is applied.

## READ PAST

**Attributes:** Wisdom, Aura **Rating:** 15  
**Start Bonus:** 2d6% **Time:** 10 Minutes  
**Restricted:** Yes **Learn Time:** N/A

**Description:** The ability to see where a being has been and what happened around him.

**General Usage:** The practitioner holds or touches a living being, concentrating on psychic impressions. After 10 minutes, a Read Past skill roll is made to determine if the past was read. If successful, the practitioner can see up to one week per Class Title into the past. The practitioner can mentally play back events that the being witnessed.

**Notes:** Attempts can be made to read further into the past. Failure indicates no more attempts can be made until the skill is improved.

**Special Notes:** Beings protected by Non-Detection cannot be read in this manner.



## RECITE

**Attributes:** Knowledge, Aura

**Start Bonus:** 2d6%

**Restricted:** Yes

**Rating:** 15

**Time:** Varies

**Learn Time:** N/A

**Description:** The ability to recite poetry that is magical in nature (created with Poem Lore).

**General Usage:** The skill user begins a poem written with the skill Poem Lore and makes a skill roll when the poem is to take effect. If the skill roll is successful, then effects apply as described within the poem (see Poem Lore).

**Notes:** Anyone that hears the practitioner is affected by this skill. Magical poems make no distinction between listeners (enemy or ally).

## RITUAL LORE

**Attributes:** Aura, Piety

**Start Bonus:** 2d6%

**Restricted:** Yes

**Rating:** 15

**Time:** Varies

**Learn Time:** N/A

**Description:** The skill practitioner uses a ritual to focus spiritual and magical energy and produce a called upon result.

**General Usage:** Rituals require 5 minutes per rating point to memorize and require a number of memorization points equal to the ritual rating. The skill user performs a ritual that can involve incantations, dress, movement, symbology and even interaction with observers. Generally, these are stronger forms of those powers available with Candle Lore. Only one ritual per Practitioner Title is allowed per day.

### Rituals

**Break Love (Rating 14/+5%):** 5 minutes. Causes a rift in a love union unless both lovers make a Control Resistance.

**Cause Love (Rating 15/+0%):** 10 minutes. Causes favorable reaction from one individual unless a Control Resistance is made.

**Control (Rating 17/-10%):** 5 minutes. Control by verbal command a single visualized individual. If harmful, a Control Resistance is allowed to escape the commands.

**Health (Rating 16/-5%):** 30 minutes. Vitality is increased by 1d4 for one day; new Poison Resistance and Disease Resistance at +30% thereafter for one full day.

**Link (Rating 19/-20%):** 10 minutes. Links the minds of a group of people (one person per Practitioner Title). Each senses the others' thoughts and can speak and be heard telepathically for up to one hour per Practitioner Title.

**Luck (Rating 14/+5%):** 10 minutes. Gives 2-5 luck points to any individual visualized including self. A luck point gives a +1 or +5% modifier to any roll, modifying it up or down to the lucky being's advantage.

**Power (Rating 20/-25%):** 30 minutes. Gives +10 to current Aura pool, +4 to Aura Control and +20% to Magic Resistance.

**Protection (Rating 17/-10%):** 20 minutes. Removes the current control effects from one individual and allows a +50% to Control Resistance for one day.

**Release Dead (Rating 15/+0%):** 5 minutes. Lesser undead within sight must make a Magic Resistance or be destroyed.

**Scrying (Rating 18/-15%):** 20 minutes. Allows user to scry on an individual, object or place for one hour per Practitioner Title, as the skill Scrying.

**Treasure (Rating 18/-15%):** 30 minutes. User gets vision of nearest hidden treasure and is able to sense where it lies and the contents of the treasure.

**Wound Enemy (Rating 16/-5%):** 20 minutes. Causes one opponent to make a Control Resistance or suffer -1d4 physical attributes for one full day.

**Notes:** Availability of rituals is at the discretion of the GM.

## RUNE LORE

**Attributes:** Knowledge, Aura

**Start Bonus:** 2d6%

**Restricted:** Yes

**Rating:** 16

**Time:** 1 Hour

**Learn Time:** N/A

**Description:** The skill practitioner uses magical runes or hieroglyphics to enchant objects and beings with arcane powers.

**General Usage:** Runes require 5 minutes per rating point to memorize and require a number of memorization points equal to the rune rating. The character that possesses this skill may attempt to imbue objects or beings with certain arcane powers. These powers are locked into the form of the rune or hieroglyphic. The skill user begins a chant to bring forth the desired power, then runes are tattooed, written, etched or carved onto a surface. Upon completing this one hour ritual, a skill roll is required. Failure indicates no powers will be bestowed, while success will empower the rune with one of the powers listed below. There is a chance to learn a rune simply by viewing it (-20% chance) or a normal skill roll if the viewer has time to closely study it.

### Runes

**Balance (Rating 14/+10%):** Gives +1 Agility to the item or individual who possesses the Balance rune.

**Flame (Rating 16/+0%):** *If placed on an item:* Anyone viewing, touching or passing within 1' of the Flame rune will burst into flames like the spell Produce Fire.

*If placed on a person:* This method grants the possessor the power Produce Fire just like the spell of the same name. Both powers listed above are once per day. Treat Aura Level as that of the practitioner's Class Title.

**Health (Rating 12/+20%):** Gives +1 Vitality to the item or individual who possesses the Health rune. Also Poison Resistance and Disease Resistance are +5%.

**Luck (Rating 11/+25%):** Gives one luck point to the item or individual who possesses the Luck rune. A luck point gives a +1 or +5% modifier to any roll. Modifying it up or down to the lucky being's advantage. The luck point is renewed every day.

**Might (Rating 15/+5%):** Gives +1 Strength to the individual possessing the rune of Might.

**Power (Rating 22/-30%):** Gives +3 to Aura Pool and +3 Aura Control to the item or individual who possesses the rune of Power.

**Protection (Rating 13/+15%):** Gives +10% Control Resistance to the item or individual who possesses the Protection rune.

**Endure (Rating 21/-25%):** Gives protection from the elements to the item or individual who possesses the rune of Endure.

**Ice:** This rune offers full protection against all normal types of cold. The possessor or surface never takes more than one-half damage vs. cold, even magical.

**Fire:** This rune offers full protection against all normal types of heat. The possessor or surface never takes more than one half damage vs. fire, even magical.

**Lightning:** This rune offers full protection against all normal types of electricity. The possessor or surface never takes more than one half damage vs. electricity, even magical.

**Acid:** This rune offers full protection against all types of corrosion. The possessor or surface never takes more than one half damage vs. acid, even magical.





## magical skills

**Sight (Rating 10/+30%):** The possessor of the rune of Sight gains Infravision 30', or +30' if she already has Infravision.

**Speaking (Rating 20/-20%):** Gives one of the following skill-like powers to the item or individual who possesses the Speaking rune. It takes one minute to make the connection and lasts for one minute per Practitioner Title of the creator. This may be done three times per day:

**Animal Speak:** Able to speak to one animal at a time for the duration, in a 20' area (see the skill Speak to Animal).

**Plant Speak:** Able to speak to one plant at a time for the duration, in a 20' area (see the skill Speak to Plant).

**Empathy:** Able to sense the emotions of one being at a time for the duration, in a 1' per Wisdom point radius.

**Telepathy:** Able to read and/or project thoughts to one being at a time, in a 3' per Intelligence point radius.

**Spirit Speak:** The ability to contact one spirit at a time for the duration, in a 50' area (see the skill Speak to Dead).

**Truth (Rating 19/-15%):** Gives +5% to all detection skills (such as Detect Good, Detect Magic, Detect Traps) to the item or individual who possesses the Truth rune.

**Veil (Rating 17/-5%):** Causes a predetermined illusion to cover the item or individual who possesses the Veil rune. The veil is an Illusion of Sight (as the spell) only and is set to the specific illusion at the time of its creation.

**Warding (Rating 18/-10%):**

**vs. Animals:** Gives protections against animals, insects and plants. All animals, insects and plants must stay at least 10' away from the rune.

**vs. Humanoids:** One specific race must be chosen at the time of its creation, and if a member of that race comes within 15' of the rune, he must make a Control Resistance or be forced to leave the area immediately.

**vs. Undead:** One specific type of lesser or greater undead must be chosen at the time of its creation, and if that type of undead comes within 15' of the rune, they must make a Control Resistance or be forced to leave the area immediately.

**vs. Supernatural:** One specific type of supernatural must be chosen at the time of the rune's creation. If that type of supernatural comes within 15' of the rune, it must make a Control Resistance or leave the area immediately.

**Notes:** Duration is based upon the method of inscribing.

**Example:** If a Luck rune was written with ink on the skin of a Mid-folk, then the duration would end when the ink was rubbed, washed or faded off. If a Warding rune were etched in stone upon a castle wall, then it would last until time or wear made the rune unreadable.

**Special Note:** Any of the runes listed above can be temporarily suspended, if the rune is defaced in some manner (such as placing mud upon an etched rune). A rune must be visible to work, so it will not work when covered by clothing or armor. Each Game Master will determine what runes are available to the practitioner.

### SCROLL KNOWLEDGE

**Attributes:** Intelligence, Aura

**Rating:** 18

**Start Bonus:** 1d10%

**Time:** Varies

**Restricted:** Yes

**Learn Time:** N/A

**Description:** The ability to learn and cast spells.

**General Usage:** A magical scroll or a written description of a spell (spell notes) is required. The scroll or notes are studied for a set period of time (see individual spells in the Magic section), and then a skill roll

is attempted. Failure indicates that the spell is not learned and must be attempted again. Critical failure indicates that no new attempts are allowed for that spell until the skill practitioner improves. Success indicates that the spell has been learned and added to the list of spells the skill user may cast if memorized. Actual casting is based on Aura Control, set by the Practitioner Title.

Practitioner Title	Aura Control*	Aura Regeneration
0	0	1 per hour
1	2	1 per minute
2	4	1 per 30 seconds
3	6	1 per 10 seconds
4	8	1 per 5 seconds
5	10	1 per 2 seconds
6	12	1 per second
7	14	2 per second
8	16	3 per second
9	18	4 per second
10	20	4 per second
11+	+2 per Title	5 per second

\*This is the base before adjustment for Intelligence or skills. However, an Intelligence based Aura Control bonus (see Intelligence) or the social skill Metaphysics may allow for an Aura Control above 0. If such a character has Scroll Knowledge as a non-acquired skill, this will allow them to cast spells, and they will actually start the game with a spell.

**Notes:** The Magic section of this book goes into great detail on casting spells and contains all the special uses of the skill. See the Master's Manual for starting spells.

### SCRYING

**Attributes:** Aura, Will Force

**Rating:** 17

**Start Bonus:** 1d10%

**Time:** 10 Minutes

**Restricted:** Yes

**Learn Time:** N/A

**Description:** The capability of magically viewing someone, something or someplace from a separate location by using a reflective surface.

**General Usage:** The skill user must first have a mirror, clear water source, crystal orb or similar reflective surface. If one is located, the person must say aloud the true name of the person, place or thing she wishes to view. After 10 minutes of concentration, a skill roll is made. Success indicates that the surface now shows an image of the person, place or thing and will follow along with it if movement is involved. There is no auditory component. Those with the Lip Reading skill may be able to interpret what is being said. This effect lasts up to 1 hour per Practitioner Title.

**Notes:** Beings with Life Sense or Sense Projection are given an Intelligence save to feel the scrying.

**Special Notes:** Those protected by the spell Non Detection are immune to the effects of this skill. Those that have Thought Projection or some form of telepathy can make a Will Force save to feel watched.

### SENSE PROJECTION

**Attributes:** Aura, Will Force

**Rating:** 18

**Start Bonus:** 1d10%

**Time:** 20 Seconds

**Restricted:** Yes

**Learn Time:** N/A

**Description:** The ability to project the 5 senses away from the body.

**General Usage:** The practitioner enters a meditative state for 20 seconds and attempts to project one or more of his five senses away from

the body. A skill roll is made to determine the success of this action. The senses "move" at the jogging speed of the practitioner. All the senses must stay together and cannot be split up to go in different directions. The user must maintain concentration. Aura is required to sustain these senses.

Sense	Aura Cost
Taste	1 per hour
Smell	1 per 30 minutes
Touch	1 per 20 minutes
Hearing	1 per 10 minutes
Sight	1 per 5 minutes

**Notes:** If the skill user loses concentration, then the senses are instantly flung back into the skill user. This effect lasts until the skill user runs out of Aura, or he wishes to stop the effects.

**Special Notes:** The senses can move through walls and enter magical gates or gateways (including one-way gates like Scrying). Even senses that are on a different plane will return to the skill user when he stops the effect. Those with Thought Projection or Telepathy can feel the presence of the practitioner's senses if they make a Will Force save.

## SHIFT TIME

**Attributes:** Aura, Will Force **Rating:** 20  
**Start Bonus:** 1d6% **Time:** 1 Hour  
**Restricted:** Yes **Learn Time:** N/A

**Description:** The ability to send oneself forward in time or view the past.

**General Usage:** The skill user decides whether she wishes to view past events or send herself forward in time. One hour of meditation and a successful skill roll is needed for this powerful feat. If the skill roll is successful, then the skill user is either viewing the past (and can stop viewing the past and return to the present whenever she wishes) or is physically moved forever into the future. (The user cannot physically travel backwards in time with this skill.) The chance varies depending on how far forward or backward the skill user wishes to go or view. This skill can be attempted once per day.

Time Traveled	Skill Modifier
1 hour	+10%
1 day	+5%
1 week	+0%
1 month	-5%
1 year	-10%
10 years	-15%
100 years	-20%
1000 years	-25%

**Notes:** When physically traveling forward in time, care must be taken or the character may appear in a solid object and be killed. No such precautions are necessary when traveling backwards to view the past. The traveler of the past cannot be seen, felt, heard, touched or tasted. She moves at normal movement rate in any direction she wishes. Magical propulsion can be added to increase speed. The past traveler has no effect whatsoever on the past and is merely an observer. During the past travel, the skill user is unaware of her body and it will age equal to the time spent in the past. If the body is killed while the character is in the past, the skill user turns into a ghost and may influence events as she is able to in ghost form.

## SING

**Attributes:** Knowledge, Aura **Rating:** 16  
**Start Bonus:** 2d6% **Time:** Varies  
**Restricted:** Yes **Learn Time:** N/A

**Description:** The ability to sing magical songs or to sing ballads when combined with Play.

**General Usage:** The skill user begins a song written with the skill Song Lore and makes a skill roll when the song is to take effect. If the skill roll is successful, the magical song has the desired effect (see Song Lore).

## SONG LORE

**Attributes:** Intelligence, Knowledge **Rating:** 18  
**Start Bonus:** 1d10% **Time:** Varies  
**Restricted:** Yes **Learn Time:** N/A

**Description:** The ability to write and learn magical songs, the effects of which are generated with the skill Sing.

**General Usage:** Songs require 5 minutes per rating point to memorize and require a number of memorization points equal to the song rating. If the user finds a magical song, she must roll a successful Song Lore skill roll to learn it after 2-7 hours of study ((1d6+1) x 1 hour). If the skill user wants to create a song, 2-7 days of study are required before a Song Lore skill roll may be attempted. If successful, the singer has learned the song, and whenever she sings the song and makes a Sing skill roll, the effects of that song take place. The effects begin a few seconds after the singer begins the song and last until the song ends. See below for specific time to start the magical effects of a song. No magical song may last less than 30 seconds or more than 10 minutes.

### Songs and Their Effects on Listener(s)

**Anger (Rating 16/+10%):** 10 seconds. Cause listeners to roll at +10% to Berserking per Practitioner Title\*. At 4th or higher Practitioner Title\*, the singer can direct the listeners to fight the opponent(s) named in the song.

**Blindness (Rating 21/-15%):** 15 seconds. All listeners must make a Magic Resistance at -2% per Practitioner Title\* or be blinded for duration of the song.

**Control (Rating 22/-20%):** 15 seconds. All listeners must make a Control Resistance at -2% per Practitioner Title\* or follow the commands of the singer thereafter. Life threatening commands allow further resistance rolls.

**Discord (Rating 18/+0%):** 10 seconds. Causes one listener per Practitioner Title\* to make a Control Resistance or attack the nearest living being until it is either dead or not moving. Thereafter, a new resistance is allowed or a further target is attacked. The singer is never chosen as a target by those affected.

**Electricity (Rating 22/-20%):** 10 seconds. Creates a magical bolt of electricity that flies at one target per 10 seconds. The song can continue and produce a new bolt every 10 seconds thereafter but only one bolt per Practitioner Title\* can be created per day. The singer must make an Intelligence save to strike a single target in the area desired. Range is up to 10' per Practitioner Title\*. Anyone struck by the bolt must make a Magic Resistance. Failure indicates 1d8 damage per Practitioner Title\* in the area struck. Success over 1/2 the Magic Resistance indicates 1/2 damage, and success equal to or under 1/2 indicates no damage.

**Feasting (Rating 14/+20%):** 30 seconds. Creates a filling meal in front of one listener per Practitioner Title\*. The meals only last



one hour per Practitioner Title\* after the song ends, thereafter it will fade away if not consumed.

**Fear (Rating 18/+0%):** 15 seconds. Causes one enemy per Practitioner Title\* to make a Control Resistance or flee the sound of the song.

**Fire (Rating 20/-10%):** 10 seconds. Creates a magical ball of fire that flies at one target per 10 seconds. The song can continue and produce a new ball every 10 seconds thereafter but only one ball per Practitioner Title\* can be created per day. The singer must make an Intelligence save to strike a single target in the area desired. Range is up to 10' per Practitioner Title\*. Anyone struck by the ball must make a Magic Resistance. Failure indicates 1d6 damage per Practitioner Title\* in the area struck. Success over 1/2 the Magic Resistance indicates 1/2 damage, and success equal to or under 1/2 indicates no damage.

**Flying (Rating 19/-5%):** 1 minute. Allows the singer and one individual per Practitioner Title\* to fly as the spell Fly for the duration of the song and up to one minute per Practitioner Title\* after the song is completed.

**Healing (Rating 17/+5%):** 1 minute. The area most damaged on each listener is healed 1d4 per Practitioner Title\*.

**Illusion (Rating 20/-10%):** 15 seconds. Causes an illusion to appear as indicated by the song. At 1st Practitioner Title\* only taste and olfactory illusions are allowed, at 3rd auditory is added, at 5th visual is added, at 7th tactile sensations are added and at 9th illusion of sense (emotion, feeling) is added.

**Listening (Rating 19/-5%):** 10 seconds. Causes all users to make a Control Resistance at -2% per Practitioner Title\* or listen to skill user for 10-40 seconds per Practitioner Title\* after the song ends. Other actions may be taken by the listeners.

**Love (Rating 15/+15%):** 30 seconds. Listeners have a -2% per Practitioner Title\* to Control Resistance against any effect from the practitioner. Lasts for 1d4 hours per Practitioner Title\* after the song ends. Followers gain +5% to morale rolls per Practitioner Title\* for the same period.

**Luck (Rating 18/+0%):** 1 minute. The skill grants 2-7 luck points to one listener per Practitioner Title\* as the spell Luck. This song can only be sung once per day.

**Pain (Rating 19/-5%):** 20 seconds. All enemies of the singer make a Magic Resistance. Failure indicates 1d6 damage per Practitioner Title\* in the area named in the song. Success over 1/2 Magic Resistance indicates 1/2 damage and success equal to or under 1/2 indicates no damage. Magic Resistance is rerolled every 20 seconds of the song. This song can only be sung once a day per Practitioner Title\*.

**Paralysis (Rating 21/-15%):** 20 seconds. All listeners must make a Control Resistance at -2% per Practitioner Title\* or be paralyzed for the duration of the song.

**Protection (Rating 16/+10%):** 30 seconds. Defensive adjustment is -1 per Practitioner Title\*, +5% to all resistances per Practitioner Title\* to all friendly listeners during the duration of the song.

**Revealing (Rating 20/-10%):** 15 seconds. One spell or power of concealing or illusion per Practitioner Title\* within the range of the skill user's voice is immediately dispelled with no resistance. The highest Aura, Title or level power is dispelled first. The dispel only lasts as long as the song is being sung.

**Summon (Rating 23/-25%):** 2 minutes. One named being per Practitioner Title\* (true name) will be teleported instantly to the skill user.

**Traveling (Rating 22/-20%):** 1 minute. Creates a gateway that opens

to any place the skill user has been more than once. The gateway can be between dimensions. The portal stays open for one minute per Practitioner Title\* after the song ends. All present can see the portal as a shimmering oval doorway with a view to the target area.

**Unlucky (Rating 18/+0%):** 20 seconds. The skill grants 2-7 unluck points to one listener per Practitioner Title\* as the spell Unlucky. This song can only be sung once per day. The singer is free to use the points against the listeners during or after the song has expired, but within a 24 hour period.

**Valor (Rating 20/-10%):** 10 seconds. One friendly listener per Practitioner Title\* is granted +1 to hit and +2 damage per 2 Practitioner Titles\*.

**Warding (Rating 19/-5%):** 10 seconds. One being type named in the song per 3 Practitioner Titles\* must make a Control Resistance to get within 10' per Practitioner Title\* of the singer.

\*Effects are based on the Sing Practitioner Title not the Song Lore Practitioner Title.

## SPELL LORE

**Attributes:** Intelligence, Knowledge      **Rating:** 19  
**Start Bonus:** 1d10%      **Time:** Varies  
**Restricted:** Yes      **Learn Time:** N/A

**Description:** The ability to create magical spells, useable with Scroll Knowledge.

**General Usage:** The practitioner must study the magical effects necessary to produce the required spell. The spell can be:

- 1) An attempt to learn a spell that exists but has not been found by the practitioner.
- 2) A combination of existing spells.
- 3) Something completely new.

In all cases, a period of research is required, dictated by the Aura Level of the attempted spell. One week of research is needed per Aura Level of the spell. The cost of such research is 20-50 ((1d4+1) x10) gold pieces a week. After each week of research, the skill user should make a successful Intelligence save. If the save fails, nothing is accomplished that week, and another week is added to the research time. When the research time is complete, a skill roll determines if the spell is successfully created.

**Notes:** All new spell ideas should be submitted to the GM so she can decide if the spell is possible, rate the Aura Level and set what the exact effects will be. All spells created by this method are automatically known by the practitioner without a Scroll Knowledge skill roll. See the Spell Creation System in the Master's Manual for more details.

**Special Notes:** The GM may determine that a danger exists in trying to create the spell. If this is the case, then a chance of mishap is added. Each time a weekly Intelligence save fails, a Magic Resistance must be made or the character will suffer from an effect on the Magical Mishap Table (listed in the Master's Manual).

## SPIRIT TRAVEL

**Attributes:** Aura, Will Force      **Rating:** 19  
**Start Bonus:** 1d10%      **Time:** 1 Hour  
**Restricted:** Yes      **Learn Time:** N/A

**Description:** The ability to become insubstantial, leaving one's body behind and traveling as a spirit.

**General Usage:** The user enters a meditative state and attempts to separate herself from the body. A skill roll determines if this is



attained. The user who is spirit traveling leaves her body behind and becomes completely intangible. She can travel as far and as fast as she is capable of imagining in any direction. The personality and mind of the spirit traveler remains with the spirit, and the skill user's body becomes an empty shell during this time. The spirit traveler can stay in spirit form for 1 hour per Practitioner Title. At the end of the time period, the spirit is wrenched back into the skill user's body, and she wakes up.

**Notes:** If the spirit traveler's body is killed, then the spirit traveler remains a spirit forever and cannot speak or contact others save by Thought Projection or Telepathy. The spirit traveler is not capable of casting spells or interacting physically with the world while in spirit form.

**Special Notes:** The spirit traveler can only be detected by those who have Telepathy or Thought Projection and who notice the mental presence of the spirit traveler (determined by a Will Force save).

## STONE LORE

**Attributes:** Aura, Will Force

**Rating:** 17

**Start Bonus:** 1d10%

**Time:** 10 Minutes

**Restricted:** Yes

**Learn Time:** N/A

**Description:** The ability to take or transfer magic powers between magical stone objects and also to magically shape stone.

**General Usage:** The practitioner chooses a focus and a target. The focus must be a stone item, and the target may be a stone item or a living being. Ten minutes of concentration is used to draw a single magic power or ability out of the focus and apply it to the target, or vice versa. The target may also be the practitioner herself. The new power is at the Aura Level of the item (if a magic item) or twice the Class Title of the being.

**Special Usage:** The practitioner may shape one cubic foot of stone material per Class Title, per 10 minutes (0 Title beings can shape one cubic foot). Shaping allows the user to alter both shape and density. Density can be reduced to half normal or increased to twice normal. A Stone Lore roll is required before each shaping. Stone Lore can also be used to separate a piece into two parts or to make an edge. In the case of separating a magical stone item into two parts, a Magic Resistance must be made by the magic item or it is ruined. If the resistance is successful, then all magical powers and abilities will stay with the largest piece.

**Notes:** No being may possess more than one power per 2 Titles (for beings with a class) or levels (for creatures), by this method. A magic item cannot be moved up more than one classification by adding powers by this method. No arch magic item can be raised to an artifact unless a supernatural being or one above 15th Title is using Stone Lore. If an item is non-magical, or a being is 0 Title, then powers given by the Stone Lore function will be at 0 Aura (no effect). Where no duration is given, assume one hour per Class Title of the being who receives the new power.

### Classification of Magic Items:

- 1) Non-Magical = 0 powers (0 Aura)
- 2) Minor = 1-2 powers
- 3) Major = 3-5 powers
- 4) Arch = 6-9 powers
- 5) Artifact = 10+ powers

The new power is usable depending on the Class Title of the being using Stone Lore.

Title	Usable
0	1x month
1-3	1x week
4-6	1x day
7-9	2x day
10-12	3x day
13-15	4x day
16+	5x day

**Special Notes:** Powers that transform other powers or have the potential to do so are not transferable by this skill (such as Wish, Unlimited Wish, Set, Delay, Extend, Intensify, Permanency, Enchantment, and Creation). If Dispel Magic is cast on the power, instead of destroying the power it is returned to its origin. If Dispel Magic is cast on the individual or item that is missing the power, then the power returns as well. The only method for permanently keeping a power by this method is to have the spell Permanency cast on the power or to destroy the original item or being.



## SYMPATHY

**Attributes:** Aura, Will Force

**Rating:** 16

**Start Bonus:** 2d6%

**Time:** Varies

**Restricted:** Yes

**Learn Time:** N/A

**Description:** The ability to cause an ill effect to be magically passed to another.

**General Usage:** The skill user performs a quick ritual and makes a skill roll. If the skill roll is achieved and the user touches the victim, the skill user's affliction is transferred to the victim. The victim gets the affliction, but has a chance to overcome it based on the type of affliction.

Affliction	Skill Rating	Skill Modifier	Time	Save
Damage	+0	+0%	10 seconds	Magic Resistance
Fear	+1	-5%	10 seconds	Control Resistance
Poison	+2	-10%	10 seconds	Poison Resistance
Disease	+3	-15%	10 minutes	Disease Resistance
Insanity	+4	-20%	10 minutes	Will Force save

**Notes:** Those beings who have Invulnerability or more than 10 points of magical armor cannot be affected by this skill.

## SYMPATHY MAGIC

**Attributes:** Intelligence, Aura

**Rating:** 15

**Start Bonus:** 2d6%

**Time:** Varies

**Restricted:** Yes

**Learn Time:** N/A

**Description:** The ability to create various magical effects, based on Sympathy.

**General Usage:** The practitioner uses rituals and objects belonging to the Sympathy Magic's focus to create the effect. A skill roll is made upon completion of the ritual, and the effect occurs if the skill roll is successful and all conditions are met. Rituals require 5 minutes per rating point to memorize and require a number of memorization points equal to the ritual rating.





## Sympathy Magic Rituals

**Drain (Rating 17/-10%):** 1 minute. Allows the user to transfer one attribute point per 2 Practitioner Titles from any attribute (except Social Class) of the focus being to the practitioner. Points revert back at a rate of one per hour. *Object:* Cup\*.

**Hate (Rating 16/-5%):** 30 minutes. Causes the focus to have a negative reaction to a being of the skill user's choice, unless a Control Resistance is successful. *Object:* Hair\*.

**Hurt (Rating 15/+0%):** 10 minutes. Damages 1d4 per Practitioner Titles to one area. *Object:* Blood\*.

**Leech (Rating 18/-15%):** 30 minutes. Allows the practitioner to steal the use of one magical skill, power or spell from the focus for one full day. During this time, the victim cannot use the ability. *Object:* Gem\*.

**Poverty (Rating 17/-10%):** 1 hour. The next monetary transaction done by the focus being will go against him, generating a loss of money. The transaction must occur within one day of the ritual. *Object:* Coin\*.

**Unlucky (Rating 16/-5%):** 10 minutes. Grants 4 unlucky points to be used against the focus by the skill user or any he informs of the unlucky. Each point can be used to alter a die roll by -1/5% against the focus. Only one point can be used at a time. Lasts one day. *Object:* Clover\*.

**Vulnerable (Rating 18/-15%):** 20 minutes. Focus is -5% to Magic, Illusion and Control Resistances for one full day. *Object:* Clothing\*.

\*Must have once belonged to or held by the focus.

**Notes:** Only one Sympathy Magical ritual may be performed on a being per day. No Sympathy Magic effect lasts longer than one day. The focus of the Sympathy Magic can be anywhere on the same plane as the skill user.

**Special Notes:** Beings protected from magical effects are unaffected by the skill.

## TAME ANIMAL

**Attributes:** Will Force

**Start Bonus:** 2d6%

**Restricted:** Yes

**Rating:** 14

**Time:** Varies

**Learn Time:** N/A

**Description:** The ability to create a mutual emotional bond with an animal (usually a mammal or bird).

**General Usage:** The skill user is allowed a chance to bond immediately with the creature after only 10 minutes of interaction. However, the rating is increased to 16 (-10% chance). Thereafter, a new attempt to bond can be made every three hours of interaction at the normal skill chance. If a skill roll is attained, then the bonding has occurred. Bonding simply indicates that the animal has an affinity for the practitioner and will aid the practitioner if it is possible for the animal to do so.

**Notes:** The bond created is a permanent one, and if the animal and skill user are parted for most of a lifetime, they will recognize each other when next they meet and still feel the affinity. The practitioner always has a minimum of one animal bond. An additional number of animal bonds equal to the Class Goal of the practitioner may be known as well. The practitioner may act in an irrational manner towards the animal to break the bond.

## TELEKINESIS

**Attributes:** Aura, Will Force

**Start Bonus:** 2d6%

**Restricted:** Yes

**Rating:** 15

**Time:** 5 Seconds

**Learn Time:** N/A

**Description:** The capacity to move objects through magic and mental will.

**General Usage:** The practitioner focuses on any visible object weighing up to one pound per Will Force point of the practitioner. A skill roll is made to determine if the object can be moved. If the skill roll is attained, the object begins moving under the control of the skill user. Multiple objects can be controlled, each requiring a cumulative +2 rating modifier (-10% bonus) to the skill roll. Failure of any skill roll attempt indicates that all previously controlled objects are no longer under control. The object moves at a rate of up to 1' per second, per Will Force point. Each minute of control drains one Aura temporarily from the skill user (returns at the practitioner's Aura Regeneration Rate; one per hour for non-spellcasters).

**Notes:** If line of sight is lost on the object, then the telekinetic link is broken and the object plummets. Telekinesis does not affect living matter nor possessions held or worn on a living being.

## THOUGHT PROJECTION

**Attributes:** Intelligence, Will Force

**Start Bonus:** 1d10%

**Restricted:** Yes

**Rating:** 19

**Time:** 1 Second

**Learn Time:** N/A

**Description:** The ability to project one's thoughts into another sentient being's mind and read its thoughts. This also provides the ability to engage in mental combat.

**General Usage:** The skill user closes his eyes and tries to instantly make or force contact with another mind within visual range (includes through Scrying or some other sense-extending means). A skill roll is required to make or force the contact. At this point, either a two-way mental conversation can take place, or the skill user can attempt to mentally attack the other being using the rules provided in mental combat at the end of the Combat section.

**Notes:** The skill user may only mentally engage one person at a time. Concentration is required to maintain mental contact with the target being.

**Special Notes:** Those protected against mental contact (using the spell Mind Set, Mind Change, etc.) are immune to the effects of this skill.

## TRANSMUTATION

**Attributes:** Knowledge, Aura

**Start Bonus:** 1d10%

**Restricted:** Yes

**Rating:** 19

**Time:** Varies

**Learn Time:** N/A

**Description:** The ability to use a magical process to transform one base material into another base material.

**General Usage:** The practitioner must first find or create a formula for the transmutation. Creating one requires 4d6 months of research at a cost of 4d4x100 gold per month. At the end of that time, a skill roll can be made to create the formula. If the skill roll fails, 2d6 more months are added to the process before another attempt can be made. Only two attempts to create a formula can be made. Once the formula exists (the actual formula is up to the GM) the user follows the formula and makes the skill roll. Success indicates transformation of one base substance into another.

**Notes:** Some possible transformations include lead into gold, iron into steel, crystal into gemstone, wood into metal, and sand into glass.

**Special Notes:** Formulas are carefully guarded. Often a practitioner will spend his lifetime trying to find or create an elusive formula. They are handled at the discretion of the GM.

An example formula to transmute iron into steel (per pound):

- 1) Take 20 ounces of magical water from any source, pour into stone hearth.
- 2) Add a teaspoon of powdered mithreel while immersing iron ore into water.
- 3) Magically heat the entire substance until all the water has evaporated and the iron has separated from the rock.
- 4) Use tongs to remove the largest rocks from molten mass.
- 5) Reheat remainder magically and continue to remove any rocks or pebbles that rise magically to the surface.

## WEAVE MAGIC

**Attributes:** Aura, Will Force **Rating:** 19  
**Start Bonus:** 1d10% **Time:** Varies  
**Restricted:** Yes **Learn Time:** N/A

**Description:** The power to weave magical goods out of the sounds of a song accompanied by an instrument.

**General Usage:** The skill user imagines what he wants to create and then begins the skills Sing and Play. If both are successful, he begins weaving an illusion in the air of the item to be created, adding to it with note and chord, word and refrain. When the item is complete, he rolls a Weave Magic skill roll to determine if it becomes real. If not, it fades away. If it does become real, the item is considered to be +1 magical with one natural Aura per Class Title of the singer.

Skill	Skill		
Consists of	Rating	Modifier	Time to create
Clay/Cloth	15	+20%	1 hour per 6"
Wood	17	+10%	1 hour per 3"
Stone/Metal/Gem	19	+0%	1 hour per inch
Composite*	21	-10%	2 hour per inch

\*An item made up of many pieces put together to form a whole

**Special Uses:** Alternately, something non-living could be "sung away" (destroyed) by this skill. A hole could be sung into a stone wall or a wooden door (use the table above by type). Magical items and beings are immune to being sung away.

**Special Notes:** Combining this skill with a social skill that produces goods affords -10 to the social skill rating and a thus a +50% modifier to the skill roll for producing quality goods (if the GM is using quality rules). Only one permanent Weave Magic item can be woven per week.



## WOOD LORE

**Attributes:** Aura, Will Force **Rating:** 17  
**Start Bonus:** 1d10% **Time:** 10 Minutes  
**Restricted:** Yes **Learn Time:** N/A

**Description:** The ability to transfer magic powers with magical wood objects and to magically shape wood.

**General Usage:** The practitioner chooses a focus and a target. The focus must be a wooden item, and the target may be either a wooden item or a living being. Ten minutes of concentration is used to draw a single magic power or ability out of the focus and apply it to the target, or vice versa. The target may also be the practitioner. The new power is at the Aura Level of the target item or twice the Class Title of the target being in Aura.

**Special Usage:** The practitioner may shape one cubic foot of wooden material per Class Title, per ten minutes (0 Title beings can shape one cubic foot). Shaping allows the user to alter both shape and change density. Density can be reduced to half normal or increased to twice normal. A Wood Lore roll is required before each shaping. Wood Lore can also be used to separate a piece into two parts or to make an edge. In the case of separating a magical wood item into two parts, a Magic Resistance must be made by the magic item or it is ruined. If the resistance is successful, then all magical powers and abilities will stay with the largest piece.

**Notes:** No normal being may possess more than one power per 2 Titles (for beings with a class) or levels (for creatures), by this method. A magic item cannot be moved up more than one classification by adding powers by this method. No arch magic item can be raised to an artifact unless a supernatural being or one above 15th Title is using the Wood Lore. If an item is non-magical or a being is 0 Title, then powers given by the Wood Lore function will be at 0 Aura (no effect). Where no duration is given, assume one hour per Class Title of the being who receives the new power.

### Classification of Magic Items:

- 1) Non-Magical = 0 powers (0 Aura)
- 2) Minor = 1-2 powers
- 3) Major = 3-5 powers
- 4) Arch = 6-9 powers
- 5) Artifact = 10+ powers

The new power is usable depending on the Class Title of the skill user.

Title	Usable
0	1x month
1-3	1x week
4-6	1x day
7-9	2x day
10-12	3x day
13-15	4x day
16+	5x day

**Special Notes:** Powers that transform other powers or have the potential to do so are not transferable by this skill (such as Wish, Unlimited Wish, Set, Delay, Extend, Intensify, Permanency, Enchantment, and Creation). If Dispel Magic is cast on the power, instead of destroying the power it is merely returned to its origin. If Dispel Magic is cast on the individual or item that is missing the power, then the power returns as well. The only method for permanently keeping a power by this method is to have the spell Permanency cast on the power or to destroy the original item or being.

## STEALTH INTRUSIVE SKILLS

### ASSASSINATE

**Attributes:** Agility, Intelligence **Rating:** 18  
**Start Bonus:** 1d10% **Time:** Varies  
**Restricted:** Yes **Learn Time:** N/A

**Description:** Practitioners of this skill can kill one being in one carefully planned attack.

**General Usage:** The practitioner of this skill researches the movements of his victim for a period of time and plans a way to make one surprise blow or shot against that victim. At the time of the surprise shot, the skill is attempted. The conditions and modifiers listed below need to be met or applied. If the skill roll is successful, the victim dies. The required steps to assassinate are:

- 1) The practitioner spends at least one week studying the movements of the victim.
- 2) The victim must be surprised or unaware at the time of the assassination. For example, the assassin is invisible, uses the skill Surprise Attack or is in a remote location attacking with a missile weapon.
- 3) The victim must fail a Danger Knowledge skill roll, if applicable, at the time of the assassination.
- 4) A to hit roll is achieved by the practitioner with a weapon producing at least 10 points of damage inflicted in a vital area.
- 5) The practitioner makes his skill roll (modified as shown below):

Situation	Skill Modifier
Per bodyguard with victim (6 maximum)	-10%
Per extra week of research (6 maximum)	-5%
Each Title of victim (above 3rd)	-5%

**Notes:** A successful roll may let the attacker know of any special protections that the victim uses or has, such as a hidden magic item which protects her throat, etc. This is determined by the Game Master, and is generally applied to those protections that the victim has been using on a regular basis, during the time the practitioner has been studying the target. A successful roll also ensures that practitioner knew the best time to assassinate the victim, and where she would have the least available assistance or bodyguards. This skill represents far more than the ability of making an accurate shot, and the GM should go into great detail with the player about the intended victim.

**Special Notes:** May not be used as a non-acquired skill.

### BLEND

**Attributes:** Agility, Knowledge **Rating:** 12  
**Start Bonus:** 2d10% **Time:** 2-5 Seconds  
**Restricted:** No **Learn Time:** 48 Hours

**Description:** The ability to camouflage oneself into natural surroundings.

**General Usage:** The practitioner of this skill employs clothing, body posture, and the foliage itself to stay hidden from enemies. If the skill roll is successful, the practitioner is able to blend into surrounding foliage (or other natural surroundings) and remain nearly invisible. This presupposes that there is enough surrounding vegetation to blend into and that the practitioner remains immobile.

**Special Notes:** This skill has no effect upon detection spells or skills and is not proof against Infravision.

### CHEAT

**Attributes:** Agility, Intelligence **Rating:** 12  
**Start Bonus:** 2d10% **Time:** Varies  
**Restricted:** No **Learn Time:** 48 Hours

**Description:** The use of this subtle skill allows the practitioner to alter the outcome of a game of chance, either causing herself or someone else to win or lose.

**General Usage:** The game of chance is started. Before an outcome is determined the character makes her intention to cheat known to the GM. The GM may either allow the character to roll her own Cheat roll, or the GM may wish to roll it himself. Particularly difficult or easy games of chance may have modifiers to the Cheat skill roll. If the skill roll is successful, then she has altered the outcome.

**Special Notes:** If there are multiple cheaters at one game of chance, each must roll a skill roll. The cheater who makes her Cheat skill roll by the widest margin has altered the game to her suiting.

### CLIMB

**Attributes:** Strength, Agility **Rating:** 8  
**Start Bonus:** 4d6% **Time:** Varies  
**Restricted:** No **Learn Time:** 32 Hours

**Description:** The use of this skill allows the practitioner to scale a variety of surfaces.

**General Usage:** The practitioner places his feet and hands in ways that offer better aid and support and begins scaling the surface (rerolling as necessary) until the surface has been scaled.

Area to climb	Skill Modifier	Reroll every	Distance (in 10 seconds)
Rope Ladder	+20%	5 minutes	1/2 of walking speed
Branched Tree	+10%	3 minutes	1/2 of walking speed
Rope	+10%	2 minutes	1/4 of walking speed
30 degree (slanted)	-5%	1 minute	10'
45 degree (near-steep)	-10%	1 minute	7'
60 degree (steep)	-15%	45 seconds	5'
75 degree (near-vertical)	-20%	30 seconds	3'
90 degree (vertical)	-30%	20 seconds	2'
90+ degree (inverted)	-40%	10 seconds	1'
180 degree (horizontal)*	-60%	2 seconds	1'

\*Impossible without the aid of magic or well-made tools.

Surface Modifier	Skill Modifier
Holes	+20%
Craggy	+10%
Wet	-10%
Smooth	-20%

**Notes:** A failed skill roll allows an Agility save to avoid slipping. A character who fails his Agility save by 20% or less has slipped and loses 1d4 feet multiplied against the amount the Agility save failed. Failure of an Agility save in excess of 20% causes the character to immediately fall.

**Special Notes:** If the practitioner is forced to climb with hands only, the skill chance is 1/2 followed by bonuses.

### COVER TRACKS

**Attributes:** Agility, Intelligence **Rating:** 12  
**Start Bonus:** 2d10% **Time:** 1-6 Minutes per 100'  
**Restricted:** No **Learn Time:** 48 Hours

**Description:** The ability to hide, alter or create tracks in a wilderness environment.

**General Usage:** The practitioner uses a tree branch or brush to com-



pletely hide existing tracks. Additionally, tracks may be altered or created using a variety of sticks, stones, shells or other sundry items.

**Notes:** In order for a person using Track to uncover the hidden tracks or identify disguised tracks, the practitioner of Track must win a contest of skills versus the practitioner's Cover Track roll.

## DETECT TRAP

**Attributes:** Intelligence, Knowledge **Rating:** 13  
**Start Bonus:** 2d10% **Time:** 10 Seconds  
**Restricted:** No **Learn Time:** 52 Hours

**Description:** The ability to see activation sites for mechanical traps of either an urban or wilderness nature.

**General Usage:** The practitioner carefully inspects an area within close proximity. If a trap does exist, the practitioner must roll a contest of skills versus the Detect Trap skill of the being who set the trap. If the practitioner wins, then the practitioner has discovered the activation site and method.

**Notes:** The GM makes the skill roll and translates the outcome to the practitioner. Practitioners with the (u)rban version of this skill are able to detect traps on doors, floors, chests, windows and other objects normally found in an urban setting. Practitioners with the (w)ilderness version of this skill are able to detect animal claw traps, trip lines, pit traps, deadfalls and other wilderness natured traps. Practitioners with the (u)rban version can attempt to detect (w)ilderness traps at a 1/2 skill roll, and vice versa. This skill cannot be used to detect an ambush (see Danger Knowledge).

## DISGUISE

**Attributes:** Agility, Charm **Rating:** 15  
**Start Bonus:** 2d6% **Time:** Varies  
**Restricted:** No **Learn Time:** 60 Hours

**Description:** The practitioner has the ability to appear to be someone or something else other than herself.

**General Usage:** The practitioner uses makeup, dirt, clothing, speech, attitude, props, etc. to create a disguise. Disguises are rated by the difference between the true form, appearance and mannerisms of the practitioner, versus those used in the disguise. All of these modifiers are cumulative.

Change/Appear as	Skill Modifier	Time
Mannerisms	+0%	5 minutes
Hair Color	+0%	10 minutes
Skin Color	-5%	20 minutes
Lower Social Class	-5%	20 minutes
Age	-10%	30 minutes
Height	-10%	10 minutes
Sex	-10%	1 hour
Raise Social Class	-10%	1 hour
Race	-20%	1 hour
Non-Humanoid*	1/2 roll	2 hours

\*This is optional. The feasibility is negotiated with the GM based on difference from actual. For example, it may be possible for a large man with a bearskin to appear to be a bear, but it is unlikely a dwarf could appear to be a giant.

**Notes:** Most disguises will need to be renewed daily by the practitioner.

## ESCAPE

**Attributes:** Agility **Rating:** 16  
**Start Bonus:** 2d6% **Time:** 4d10 Seconds  
**Restricted:** No **Learn Time:** 64 Hours

**Description:** The ability to escape confinement.

**General Usage:** The practitioner devises a way to escape, and if it is feasible, the Game Master allows a skill roll to be made. Success indicates that the invoker has broken free of bonds or confinement. It does not indicate that the skill user has slipped past guards, opened locks, etc. Those actions require separate skills and skill rolls. There are limits to this ability. Bonds that do not allow any mobility whatsoever will not be overcome by Escape unless the skill user can contrive to rub those bonds against a sharp object or destroy them in some way.

## FENCING

**Attributes:** Intelligence, Charm **Rating:** 13  
**Start Bonus:** 2d10% **Time:** Varies  
**Restricted:** No **Learn Time:** 52 Hours

**Description:** The ability to appraise the value of goods of various kinds, as well as to make the contacts to sell said goods in a particular known area.

**General Usage:** Goods can be appraised with a successful skill roll. The practitioner must make a successful roll each time he wishes to establish a new contact for selling stolen goods. Failure may mean that the new contact refuses to deal with the practitioner, suspecting that there may be a trap or some other such setup. Thus the practitioner may be able to steal certain goods but cannot get rid of them. The better the contact, the more money the practitioner can get for the good(s). Either use of this skill requires a successful Street Knowledge or Street Lore skill roll if the area is not a known area. This does not guarantee that full market price will be achieved. Generally, no more than half market price is achieved.

## FORGERY

**Attributes:** Agility, Intelligence **Rating:** 17  
**Start Bonus:** 1d10% **Time:** Varies  
**Restricted:** No **Learn Time:** 68 Hours

**Description:** The ability to copy artwork, official papers, signatures or handwriting.

**General Usage:** The skill user must have a copy of the original to begin the normal use of the skill. A painstaking copy is made of the original. Then the GM makes a skill roll to determine how accurate the work is. A failure of the Forgery skill roll determines that the copy is obviously fake to anyone who has seen the original. Success indicates a reasonable facsimile of the original has been created. If a determined person has some reason to believe that the work is not genuine, then that person can still see the work as a fake if they win a contest of Knowledge versus the Forgery roll of the practitioner.

**Notes:** Forgery takes 1/2 of the time it took to produce the original work.

**Special Uses:** Documents can be copied based on memory even if the original is not present at a -10% chance.





## stealth/intrusive skills

### LIE

**Attributes:** Intelligence, Charm  
**Start Bonus:** 4d6%  
**Restricted:** No  
**Rating:** 10  
**Time:** Varies  
**Learn Time:** 40 Hours

**Description:** The ability to tell false truth in a believable fashion.  
**General Usage:** The user simply tells the lie in the most believable fashion he can. The skill roll is attempted. Failure indicates believability was not achieved and the lie was not successful. Success indicates believability.  
**Special Usage:** Half truths told afford +20% to the practitioner.  
**Notes:** If a particular listener has Truth Tell, then the practitioner and listener roll a contest of skills (Lie versus Truth Tell), and the listener will only believe the lie if the practitioner wins.  
**Special Notes:** The GM may choose to make the roll if he does not wish the player to know if the lie was believed.

### LISTEN

**Attributes:** Intelligence, Knowledge  
**Start Bonus:** 4d6%  
**Restricted:** No  
**Rating:** 10  
**Time:** 5 Seconds  
**Learn Time:** 40 Hours

**Description:** The ability to distinguish sounds that are barely audible.  
**General Usage:** The skill user cups his hand against a surface (if listening through a door or wall) or just concentrates, listening carefully, and makes a skill roll (or the Game Master makes a skill roll). If successful, the sound or conversation is heard.  
**Notes:** The Game Master can impose whatever penalty she feels is appropriate for background noise.



### MIMIC

**Attributes:** Knowledge  
**Start Bonus:** 2d6%  
**Restricted:** No  
**Rating:** 14  
**Time:** Varies  
**Learn Time:** 56 Hours

**Description:** The ability to mimic another's voice or mannerisms, as well as the sounds animals or objects make.  
**General Usage:** The character listens and watches the being or object making the sound and gestures. After a given period, an attempt can be made to copy the sound and gestures. If the skill roll is successful, the sound or gesture is added to the ones the practitioner can already mimic. If the skill user fails, then he must wait one day before trying to learn it again.

Type	Skill Modifier	Time to learn
Animal sound	+0%	1 hour
Being's mannerisms	-10%	6 hours
Being's voice	-20%	1 day
General sounds (squeaker door, etc.)	-30%	1 week

**Notes:** The practitioner can only know one sound or mannerism per Class Goal.

### MOVE UNHEARD

**Attributes:** Agility  
**Start Bonus:** 2d10%  
**Restricted:** No  
**Rating:** 12  
**Time:** Instant  
**Learn Time:** 48 Hours

**Description:** The ability to move without making noise.  
**General Usage:** The skill practitioner moves stealthily and makes a skill roll. If the skill roll is successful, noise has been minimized. The skill is rerolled once per minute in non-combat situations and once per 10 seconds in combat situations where opponents are actively searching for targets.  
**Notes:** Minimizing noise does not guarantee that someone will be unheard. Enhanced hearing may pick up even near silent movement. If the character wants to make no noise while stopped, a +40% skill modifier is applied. The practitioner is assumed to be at walking speed while moving; jogging speed gives a -20% chance, and the skill cannot be attempted while running. Other modifiers may be applied by the Game Master for noise conditions.  
**Special Notes:** If someone is trying to use the skill Listen to hear someone using Move Unheard, a contest of skills is rolled to determine the outcome. All bonuses and penalties listed above should apply in the contests.

### MOVE UNSEEN

**Attributes:** Agility  
**Start Bonus:** 2d10%  
**Restricted:** No  
**Rating:** 12  
**Time:** Instant  
**Learn Time:** 48 Hours

**Description:** The ability to move without being seen.  
**General Usage:** The skill practitioner moves stealthily using available cover and makes a skill roll. If the skill roll is successful, then visibility of the practitioner is reduced to a minimum. The skill is rerolled once per minute in non-combat situations, and once per 10 seconds in combat situations where opponents are actively searching for targets.  
**Notes:** Minimizing visibility does not ensure that the practitioner will not be seen. Enhanced sight may catch even slight movement. If the character wants to be unseen while stopped, a +40% skill modifier is applied. The practitioner is assumed to be at walking speed while moving; jogging speed gives a -40% chance, and running can only be done when no one is looking in the direction of the practitioner. Other modifiers may be applied by the GM for availability of cover or a being's clothes, etc.  
**Special Notes:** The Game Master may wish to roll the skill in cases where she does not wish the player to know if he was spotted. The GM may also allow a Perception test at twice the normal chance if someone is intently looking to detect anyone moving unseen.

### OPEN LOCKS

**Attributes:** Agility, Intelligence  
**Start Bonus:** 2d10%  
**Restricted:** Yes  
**Rating:** 12  
**Time:** 20-70 Seconds  
**Learn Time:** N/A

**Description:** The ability to open a lock without its key, without breaking or marring the lock.  
**General Usage:** The skill user must have a set of lock picks. The picks are inserted in the lock and the tumblers of the lock are manipulated in such a way as to cause the locking mechanism to open. A skill roll is used to determine the success of picking the lock.  
**Special Usage:** Alternately, the skill user could use Open Locks in reverse to enable a lock.



## REMOVE TRAP

**Attributes:** Agility  
**Start Bonus:** 2d6%  
**Restricted:** Yes

**Rating:** 14  
**Time:** 2-9 Seconds  
**Learn Time:** N/A

**Description:** The capacity to remove or disarm existing traps, either of an urban or wilderness nature.

**General Usage:** The practitioner must first know the type of trap and where it is (see Detect Trap). Various methods are used to disarm the trap depending on its type. A Remove Trap skill roll is attempted and, if successful, the trap is removed or disarmed.

**Notes:** Practitioners with the (u)rban version of this skill are able to disarm traps on doors, floors, chests, windows and other objects normally found in an urban setting. Practitioners with the (w)ilderness version of this skill are able to disable animal claw traps, trip lines, pit traps, deadfalls and other woodland natured traps. Practitioners with the (w)ilderness version can attempt to remove (u)rban traps at a 1/2 skill roll, and vice versa.

## SET TRAP

**Attributes:** Agility, Intelligence  
**Start Bonus:** 2d10%  
**Restricted:** No

**Rating:** 13  
**Time:** Varies  
**Learn Time:** 52 Hours

**Description:** The ability to create hidden traps, either of a wilderness or urban nature, to confuse or harm the unwary.

**General Usage:** The skill user devises a trap and explains the trap's effects to the GM. If all tools necessary to create the trap exist and are present, the GM sets a time to construct the trap. After the allotted time, the Set Trap skill is attempted. Success indicates the concealed trap is created.

**Notes:** Practitioners with the (u)rban version of this skill have the knowledge to set concealed traps on doors, floors, chests, windows and other objects normally found in an urban setting. Practitioners with the (w)ilderness version of this skill have the knowledge to set hidden animal claw traps, trip lines, pit traps, deadfalls and other woodland-natured traps. In order for a person using Detect Trap to discover the hidden trap, the person must win a contest of skills verses the practitioner (Detect Trap versus Set Trap).



## SHADOWING

**Attributes:** Agility, Intelligence  
**Start Bonus:** 2d10%  
**Restricted:** No

**Rating:** 13  
**Time:** Varies  
**Learn Time:** 48 Hours

**Description:** The ability to identify and follow an individual at a distance (within a crowd in urban areas or within brush and foliage in wilderness) without being detected.

**General Usage:** The practitioner scans the locale to find the individual and then sets the distance to follow, using cover thereafter as needed. Shadowing is rolled whenever the victim checks to see if she is being followed. It is also rolled once per minute in open areas.

Group Size of Target	Skill Modifier
None	-20%
Small group	-10%
Average group	+0%
Large group	+10%
Crowd	+20%

Size of Target	Skill Modifier
1" - 11"	-20%
1'-2'11"	-15%
3'-3'11"	-10%
4'-4'11"	-5%
5'-6'11"	+0%
7'-9'11"	+5%
10'-12'11"	+10%
13'-14'11"	+15%
15'+	+20%

**Notes:** Move Unseen provides a +20% to the Shadowing skill roll in urban areas, if the Move Unseen skill roll is successful. Blend provides the same bonus but only in wilderness areas.

## SLEIGHT OF HAND

**Attributes:** Agility  
**Start Bonus:** 2d10%  
**Restricted:** No

**Rating:** 13  
**Time:** 2-7 Seconds  
**Learn Time:** 52 Hours

**Description:** The ability to hide or disguise movement of the hands or objects in the hands.

**General Usage:** The skill user decides for what action she wishes to use Sleight of Hand. These include:

- 1) Palming of a present object less than the practitioner's hand in size.
- 2) Dropping a palmed object into a hidden fold or pocket.
- 3) Removing an object from a fold or pocket on her own person or within easy reach but not on another person. (Taking something from another requires the skill Steal).
- 4) Putting an object somewhere other than on a person without being seen doing so. (Putting an object on a person also requires a successful Steal skill roll).
- 5) Opening a hidden compartment inside a box or other container without being seen.
- 6) The somatic gestures necessary for spell casting can be hidden.

## STEAL

**Attributes:** Agility  
**Start Bonus:** 2d6%  
**Restricted:** No

**Rating:** 14  
**Time:** 2-7 Seconds  
**Learn Time:** 56 Hours

**Description:** The ability to lift purses, sift through pockets, and generally take items carried on another being without being noticed.

**General Usage:** The user approaches the being and bumps or brushes against the victim, sometimes so subtly as to not even be noticed. The practitioner then attempts to lift the item by making a skill roll. If the skill roll is successful, the item has been pilfered.

**Notes:** Specially guarded items (a money belt, or a sword tied both to a belt and to its scabbard, etc.) may cause penalties to the Steal roll at GM discretion. The GM may wish to give the victim (or perhaps shop owner) a Perception test to see if he noticed the item being lifted.

## STREET KNOWLEDGE

**Attributes:** Intelligence, Knowledge  
**Start Bonus:** 2d10%  
**Restricted:** No

**Rating:** 12  
**Time:** Varies  
**Learn Time:** 48 Hours

**Description:** The ability to identify likely and small scale illegal operations (and those who perform them) in an urban setting.

**General Usage:** The practitioner cases an area and watches the activity therein. He then makes a skill roll to identify possible illegal activities. Similarly, an individual could be watched and a skill roll made to determine if this person is a likely criminal. See below for skill modifiers by length of time spent casing:

Casing Time	Skill Modifier
10 minutes	-30%
1 hour	-20%
1 day	-10%
1 week	+0%
2 weeks	+10%
1 month	+20%
2 months	+30%

**Special Usages:** A Street Knowledge skill roll can be used to determine if the practitioner is aware of being cased or shadowed. This skill gives a +15% to the Lie skill when lying about activities involving any area being cased or any area where the practitioner himself has been involved in illegal operations. A -20% Street Knowledge roll can be utilized to determine if the practitioner is aware of possible large scale illegal activities within the area. Additionally, the practitioner may detect the presence of concealed weapons on others. This chance is given in addition to a Perception test. All Perception tests that are Street Knowledge related are given a +5% bonus.

**Notes:** Casing can include a wary eye while someone lives or works in the area in question. The identified targets are only suspicious characters and may or may not actually be involved in illegal activities.

## STREET LORE

**Attributes:** Intelligence, Knowledge  
**Start Bonus:** 2d6%  
**Restricted:** No

**Rating:** 16  
**Time:** Varies  
**Learn Time:** 60 Hours

**Description:** The ability to ascertain actual and large scale illegal operations (and those performing them) in an urban setting.

**General Usage:** The practitioner cases a large area, watching activities. The practitioner then makes a skill roll to identify specific illegal

activities. See below for modifiers by casing time. Similarly, an individual could be tailed and a skill roll made to determine if that person is a criminal. If successful, it would be known to the practitioner which operations she is involved in and the individual's responsibilities in the crime.

Casing Time	Skill Modifier
10 minutes	-30%
1 hour	-20%
1 day	-10%
1 week	+0%
2 weeks	+10%
1 month	+20%
2 months	+30%

**Special Usage:** A Street Lore skill roll can be used to determine if the practitioner is aware of being cased, shadowed, lied to, cheated from, stolen from, fenced to or the target of assassination. The skill gives a +20% to Lie about activities involving that large area. A Street Lore skill may be rolled to know specific details about a well-known criminal figure.

**Notes:** Casing can include a watchful eye if the practitioner lives or works in the large area.

## SURPRISE ATTACK

**Attributes:** Agility  
**Start Bonus:** 2d10%  
**Restricted:** No

**Rating:** 13  
**Time:** Weapon Speed  
**Learn Time:** 52 Hours

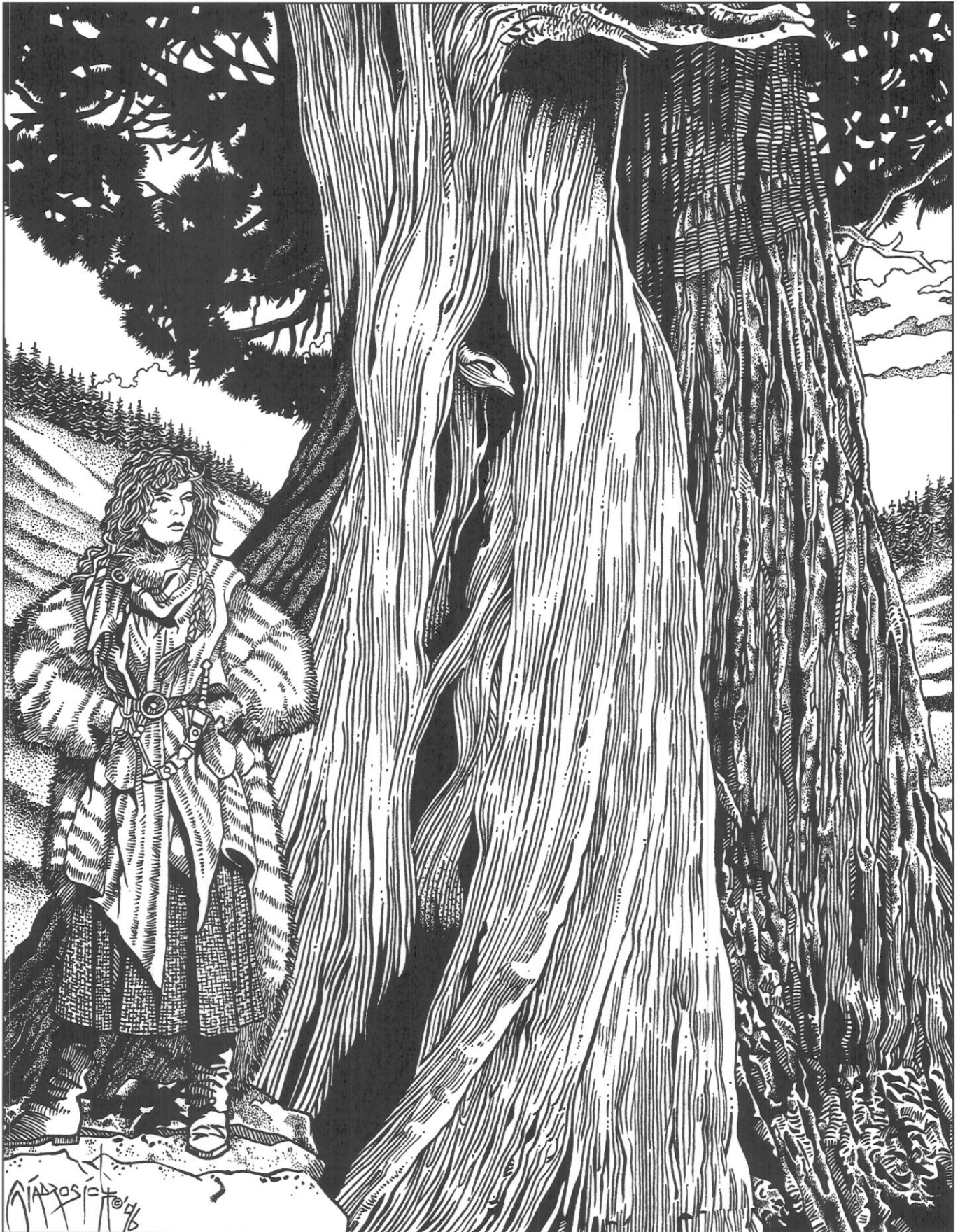
**Description:** The ability to do double damage with a weapon when striking in surprise.

**General Usage:** The practitioner sneaks up or waits in ambush. The practitioner must gain surprise against the victim (as outlined in the Combat section), make a direct center attack roll, and make a successful Surprise Attack skill roll. If all three are attained, all the normal bonuses given for surprise are added to the damage and the total is doubled. If the roll to hit is successful, but the Surprise Attack failed, then subtract -1 damage per die.

**Notes:** The practitioner gets an automatic +50% to surprising an opponent in combat when using this skill. Only one Surprise Attack against a single victim is allowed per combat.









# social skills

## General Goods Production Process for Social Skills

A subset of social skills focus on the manufacture of items found in the Equipment section. The manufacture of such goods is the product of a process that includes locating raw materials, harvesting raw materials, refining raw materials, creation of simple goods and in some cases the creation of complex goods. This process is outlined step by step for the most common product types. If the GM allows, an appropriate social skill can allow for goods related to the skill to be bought at 1/2 cost. The character may also be allowed to start the game with one product of a craftskill, such as a bow for the practitioner of Fletching/Bow Making.

Base Product	Step 1 Locating	Step 2 Harvesting	Step 3 Refining	Step 4 Creating Simple Goods	Step 5 Creating Complex Goods
Clothing (Animal)	Hunting/Trapping, Animal Husbandry	Skinning/Tanning	Spinning	Weaving, Sewing	Loom Mastery, Tailoring, Doll Making
Clothing (Plant)	Foraging/Forestry, Farming/Planting	Harvesting	Spinning	Weaving, Sewing	Loom Mastery, Tailoring, Doll Making
Food (Animal)	Hunting/Trapping, Fishing	Skinning/Tanning	Butcher	Baking/Cooking, Candle/Oil Making	Perfume/Scent Making
Food (Plant)	Foraging/Forestry, Farming/Planting	Harvesting	Milling	Baking/Cooking	Brewing, Perfume/Scent Making
Leather	Hunting/Trapping	Skinning/Tanning	Leather Working	Leather Working	Armoring, Tailoring, Weapon Making
Metal	Prospecting	Mining/Tunneling	Smithy	Smithy	Armoring, Cage Making, Metal Working, Tool Making, Weapon Making
Paper	Foraging/Forestry	Lumberjack	Wood Cutting	Pulper	Bookbinder
Stone	Prospecting	Mining/Tunneling	Stone Masonry	Pottery Making	Sculpting
Wood	Foraging/Forestry	Lumberjack, Wood Cutting	Wood Curing	Wood Working	Sculpting, Weapon Making, Armoring, Tool Making, Boat Wright, Cabinetry, Chariot Making, Fletching/Bow Making, Furniture Making, Instrument Making, Wagon/Carriage Making

**Note:** A person need not know other skills in the production process in order to be a part of steps 1 through 4, but any craftsman creating a complex item in step 5 is required to have the skills necessary for step 4. For example, a character with Mining/Tunneling (in step 2) need not know Stone Masonry (in step 3). However, a character that wants to use Armoring (in step 5) is required to have Leather Working (in step 4) to create a leather armor piece.



# social skills

## Armor and Weapon Creation Process

Two of the most popular focuses of the goods production process include the creation of armor and weapons. Because of their popularity and complexity, the process is further explained for these two categories. The first four steps in the creation process of leather, metal and wood armor and weapons is the same as outlined in the general goods production process. The creation of complex items requires the skills necessary to create simple items.

Item	Base Product	Skills Required
Sword, mace, throwing star, axe head, spearhead, arrowhead	Metal	Smithy, Metal Working, Weapon Making
Tempered sword	Metal	Smithy, Metal Working, Weapon Making, Metallurgy
Axe, spear, polearm, lance	Wood, Metal	Smithy, Metal Working, Wood Working, Weapon Making
Long bow, short bow, great bow	Wood	Wood Working, Fletching/Bow Making
Long bow, short bow, staff, rod, club, blowgun	Wood	Wood Working, Weapon Making
Composite bow	Wood and Metal	Wood Working, Smithy, Metal Working, Fletching/Bow Making
Arrows <sup>1</sup> , blowgun darts, ballista bolts	Wood	Wood Working, Fletching/Bow Making
Quarrels, thrown darts	Metal	Smithy, Metal Working, Weapon Making
Hooked net	Cloth	Sewing, Weapon Making
Crossbow	Wood, Metal	Wood Working, Smithy, Metal Working, Tool Making, Weapon Making
Ballista, catapult, siege engine	Wood, Metal	Wood Working, Smithy, Metal Working, Tool Making, Weapon Making, Architecture/Engineering
Catapult ammunition, sling bullets	Stone	Stone Masonry, Weapon Making
Wooden shield	Wood	Wood Working, Armoring
Metal shield, chain armor, plate armor, ring armor	Metal	Smithy, Metal Working, Armoring
Scale armor, banded armor	Leather, Metal	Leather Working, Smithy, Metal Working, Armoring
Leather armor, studded leather armor	Leather	Leather Working, Armoring

<sup>1</sup> Assumes metal arrowheads have been acquired through other means.

**Item:** A specific item that can be created.

**Base Product:** The raw materials of the same type needed to create the item (from step 3 under the general goods production process for social skills on the opposite page).

**Skills Required:** All skills required by the craftsperson to produce the item from the base product.

## Social Skills Heading Definitions

**Attributes:** The attributes used to determine the base chance.

**Rating:** This rating defines how difficult each skill is to perform. This number is subtracted from the combined attributes and multiplied by 5% to produce the base chance.

**Start Bonus:** The number and type of dice rolled to produce the bonus a character receives when first learning the skill.

**Restrictions/Modifiers:** Defines which races have bonuses or penalties when using this social skill and which ones are unable to use the skill at all.

**Learn Time:** This is how long the skill takes to learn when being obtained for the first time. The number is doubled if the student is teaching himself.

**Description:** Describes what the social skill does. Most manufacturing skills allow the practitioner to discern the origin, composition and value of an item as well as providing the skills necessary to create and repair an item.

**Skill Produces:** Describes the range of goods or services produced by the skill. Goods and services produced by the skill user may qualify for modifiers (based on the user's skill chance and the skill roll) to create the good or provide the service. There are adjustments provided by the Game Master on an optional basis. Varying quality goods and services may fetch higher or lower prices. The Game Master also sets these levels based on situational information and use of the optional quality system provided in the Master's Manual.

**Notes:** Lists modifiers to this skill and to which skills, if any, this skill provides a bonus.

## Strength

Armoring  
Butcher  
Drudgery  
Farming/Planting  
Harvesting  
Laborer  
Lumberjack  
Mining/Tunneling  
Rowing  
Smithy  
Stone Masonry

## Agility

Acting  
Barbering  
Basket Weaving  
Boat Wright  
Cabinetry  
Cage Making  
Carving  
Chariot Driving  
Chariot Making  
Clowning/Jesting  
Cobbling  
Craftsman  
Dancing  
Diving  
Doll Making  
Drawing/Sketching  
Fire Making  
Fishing  
Fletching/Bow Making  
Furniture Making  
Glass Blowing  
Harlotry  
Instrument Making  
Instrument Playing  
Juggling  
Laborer  
Leather Working  
Loom Mastery  
Metal Working  
Mining/Tunneling  
Page  
Painting  
Pottery Making  
Riding  
Rope Making  
Rope Use  
Running  
Scribing  
Sculpting  
Sewing  
Skinning/Tanning  
Smithy  
Soldiering  
Spinning  
Squire  
Stone Masonry  
Swimming  
Tailoring  
Tattoo Artistry  
Taxidermy  
Tightrope Walking  
Tool Making  
Torturing  
Tumbling

Wagon/Carriage Driving  
Wagon/Carriage Making  
Weapon Making  
Weaving  
Wheel Wright  
Wood Cutting

## Vitality

Crying/Hawking  
Dancing  
Diving  
Drudgery  
Harvesting  
Lumberjack  
Paving/Road Building  
Rowing  
Running  
Survival  
Swimming  
Wood Cutting

## Intelligence

Accounting  
Acting  
Administration  
Animal Training  
Architecture/Engineering  
Artisan  
Bookbinder  
Brewing  
Butler  
Cabinetry  
Cage Making  
Chariot Driving  
Chemistry  
Chirurgeon  
Craftsman  
Drawing/Sketching  
Drilling  
Economics  
Espionage  
Falconry  
Fire Making  
Fletching/Bow Making  
Foraging/Forestry  
Fortune Telling  
Furniture Making  
Gambling  
Geography  
Geology  
Hunting/Trapping  
Instrument Playing  
Leather Working  
Librarian  
Lip Reading  
Locksmith  
Mathematics  
Metal Working  
Metallurgy  
Metaphysics  
Painting  
Perfume/Scent Making  
Physiology  
Pottery Making  
Pulper  
Recite Poetry  
Rope Making  
Rope Use  
Scribing

Tailoring  
Taxidermy  
Tobacconist  
Ventriloquism  
Wagon/Carriage Driving  
Water/Wind Power  
Wood Working

## Wisdom

Accounting  
Architecture/Engineering  
Bar/Inn Keeping  
Bartering/Haggling  
Butler  
Clowning/Jesting  
Diplomacy  
Economics  
Fortune Telling  
Hunting/Trapping  
Instruction  
Instrument Making  
Leadership  
Leeching  
Midwife  
Overseer/Manager  
Philosophy  
Prospecting  
Story Telling  
Supplier  
Theology  
Writing

## Knowledge

Administration  
Animal Husbandry  
Armoring  
Artisan  
Baking/Cooking  
Barrel/Keg Making  
Bee Keeping/Insect Handling  
Begging  
Boat Wright  
Bookbinder  
Brewing  
Butcher  
Candle/Oil Making  
Chariot Making  
Chemistry  
Chirurgeon  
Collecting  
Dyer  
Espionage  
Etiquette  
Farming/Planting  
Ferrier  
Fishing  
Foraging/Forestry  
Geography  
Geology  
Glass Blowing  
Heraldry  
Lady Servant  
Leeching  
Librarian  
Locksmith  
Mathematics  
Metallurgy  
Metaphysics  
Midwife

Milling  
Page  
Paving/Road Building  
Perfume/Scent Making  
Philosophy  
Physiology  
Politics  
Prospecting  
Pulper  
Scholar  
Sculpting  
Shepherdry  
Signaling  
Skinning/Tanning  
Soap Making  
Squire  
Store Keeping  
Supplier  
Surveyor  
Survival  
Tattoo Artistry  
Theology  
Tobacconist  
Tool Making  
Torturing  
Translating  
Valet  
Wagon/Carriage Making  
Water/Wind Power  
Weapon Making  
Wheel Wright  
Wood Curing  
Writing

## Appearance

Courtesan  
Fashion  
Harlotry

## Charm

Bar/Inn Keeping  
Bartering/Haggling  
Begging  
Courtesan  
Crying/Hawking  
Diplomacy  
Fashion  
Gambling  
Gossip Mongery  
Overseer/Manager  
Politics  
Recite Poetry  
Sing Songs  
Story Telling  
Translating  
Ventriloquism

## Will Force

Animal Husbandry  
Animal Training  
Drilling  
Falconry  
Instruction  
Leadership  
Riding  
Soldiering

# social skills

Social Skill Listings (A-L) Table

Social Skill	Attribute(s)	Rating	Bonus	Restrictions and Modifiers
Accounting	Intelligence, Wisdom	14	4d10%	None
Acting	Agility, Intelligence	15	4d10%	None
Administration	Intelligence, Knowledge	12	8d6%	None
Animal Husbandry	Knowledge, Will Force	8	5d10%	None
Animal Training	Intelligence, Will Force	14	4d10%	+5% Wood Elf
Architecture/Engineering	Intelligence, Wisdom	16	4d10%	+5% Dwarf
Armoring	Strength, Knowledge	15	4d10%	+10% Civilized Dwarf
Artisan	Intelligence, Knowledge	14	4d10%	None
Baking/Cooking	Knowledge	10	5d10%	+20% Town Midfolk
Bar/Inn Keeping	Wisdom, Charm	13	8d6%	+5% Civilized Human
Barbering	Agility	12	8d6%	+5% Dwarf
Barrel/Keg Making	Knowledge	10	5d10%	None
Bartering/Haggling	Wisdom, Charm	11	8d6%	None
Basket Weaving	Agility	6	10d6%	None
Bee Keeping/Insect Handling	Knowledge	10	5d10%	None
Begging	Knowledge, Charm	5	10d6%	None
Boat Wright	Agility, Knowledge	14	4d10%	No Dwarves, +5% River Midfolk
Bookbinder	Intelligence, Knowledge	10	5d10%	None
Brewing	Intelligence, Knowledge	14	4d10%	+5% Dwarves
Butcher	Strength, Knowledge	8	5d10%	None
Butler	Intelligence, Wisdom	9	5d10%	None
Cabinetry	Agility, Intelligence	14	4d10%	None
Cage Making	Agility, Intelligence	13	8d6%	None
Candle/Oil Making	Knowledge	8	5d10%	None
Carving	Agility	15	4d10%	+10% Dark Dwarf
Chariot Driving	Agility, Intelligence	13	8d6%	None
Chariot Making	Agility, Knowledge	15	4d10%	None
Chemistry	Intelligence, Knowledge	18	6d6%	+5% Civilized Dwarf, Dark Dwarf
Chirurgeon	Intelligence, Knowledge	14	4d10%	None
Clowning/Jesting	Agility, Wisdom	7	10d6%	+5% Town Midfolk
Cobbling	Agility	11	8d6%	None
Collecting	Knowledge	12	8d6%	+5% River Midfolk
Courtesan	Appearance, Charm	13	8d6%	+5% High Elf
Craftsman	Agility, Intelligence	14	4d10%	+10% Dwarves, +5% Elves
Crying/Hawking	Vitality, Charm	5	10d6%	None
Dancing	Agility, Vitality	8	5d10%	None
Diplomacy	Wisdom, Charm	17	6d6%	+15% Civilized Human
Diving	Agility, Vitality	9	5d10%	No Dwarves; +10% River Midfolk, +5% Elves
Doll Making	Agility	13	8d6%	None
Drawing/Sketching	Agility, Intelligence	15	4d10%	None
Drilling	Intelligence, Will Force	8	5d10%	None
Drudgery	Strength, Vitality	5	10d6%	None
Dyer	Knowledge	8	5d10%	None
Economics	Intelligence, Wisdom	15	4d10%	None
Espionage	Intelligence, Knowledge	14	4d10%	None
Etiquette	Knowledge	12	8d6%	None
Falconry	Intelligence, Will Force	15	4d10%	+20% Avians
Farming/Planting	Strength, Knowledge	9	5d10%	+10% Town Midfolk
Fashion	Appearance, Charm	10	5d10%	+5% High Elf, Civilized Human
Ferrier	Knowledge	7	10d6%	+5% River Midfolk
Fire Making	Agility, Intelligence	10	5d10%	+10% Barbaric Human, Civilized Dwarf
Fishing	Agility, Knowledge	7	10d6%	+5% River Midfolk
Fletching/Bow Making	Agility, Intelligence	14	4d10%	+10% Wood Elf, High Elf and Centaur
Foraging/Forestry	Intelligence, Knowledge	10	5d10%	+10% Centaurs
Fortune Telling	Intelligence, Wisdom	15	4d10%	None
Furniture Making	Agility, Intelligence	14	4d10%	None
Gambling	Intelligence, Charm	12	8d6%	None
Geography	Intelligence, Knowledge	14	4d10%	None
Geology	Intelligence, Knowledge	14	4d10%	None
Glass Blowing	Agility, Knowledge	12	8d6%	None
Gossip Mongery	Charm	8	5d10%	+10% Civilized Human
Harlotry	Agility, Appearance	8	5d10%	None
Harvesting	Strength, Vitality	5	10d6%	None
Heraldry	Knowledge	14	4d10%	None
Hunting/Trapping	Intelligence, Wisdom	10	5d10%	+5% Goblin; +10% Wood Elf, Barbaric Human, Mountain Avian
Instruction	Wisdom, Will Force	14	4d10%	+5% Gray Elf
Instrument Making	Agility, Wisdom	15	4d10%	+5% High Elf
Instrument Playing	Agility, Intelligence	15	4d10%	+5% High Elf
Juggling	Agility	13	8d6%	None
Laborer	Strength, Agility	5	10d6%	+20% Centaur, +5% Dwarves and Ogre
Lady Servant	Knowledge	7	10d6%	None
Leadership	Wisdom, Will Force	16	4d10%	None
Leather Working	Agility, Intelligence	10	5d10%	None



# social skills

Social Skill Listings (L-Z) Table

Social Skill	Attribute(s)	Rating	Bonus	Restrictions and Modifiers
Leeching	Wisdom, Knowledge	12	8d6%	None
Librarian	Intelligence, Knowledge	12	8d6%	None
Lip Reading	Intelligence	16	4d10%	None
Locksmith	Intelligence, Knowledge	14	4d10%	None
Loom Mastery	Agility	13	8d6%	None
Lumberjack	Strength, Vitality	7	10d6%	None
Mathematics	Intelligence, Knowledge	16	4d10%	+5% Civilized Dwarf, Dark Dwarf
Metal Working	Agility, Intelligence	13	8d6%	+5% Dwarves
Metallurgy	Intelligence, Knowledge	16	4d10%	+5% Dwarves
Metaphysics	Intelligence, Knowledge	18	6d6%	+5% Gray Elf
Midwife	Wisdom, Knowledge	12	8d6%	+10% Goblin
Milling	Knowledge	7	10d6%	None
Mining/Tunneling	Strength, Agility	13	8d6%	No Forest Avians, +20% Civilized and Dark Dwarf, Dark Elf
Overseer/Manager	Wisdom, Charm	13	8d6%	+5% Gray Elf
Page	Agility, Knowledge	12	8d6%	None
Painting	Agility, Intelligence	15	4d10%	None
Paving/Road Building	Vitality, Knowledge	13	8d6%	+5% Civilized Dwarf
Perfume/Scent Making	Intelligence, Knowledge	13	8d6%	+15% Elves
Philosophy	Wisdom, Knowledge	18	6d6%	+5% Gray Elf
Physiology	Intelligence, Knowledge	14	4d10%	None
Politics	Knowledge, Charm	14	4d10%	None
Pottery Making	Agility, Intelligence	10	5d10%	None
Prospecting	Wisdom, Knowledge	16	4d10%	+15% Dwarves
Pulper	Intelligence, Knowledge	12	8d6%	None
Recite Poetry	Intelligence, Charm	14	4d10%	+5% High Elf
Riding	Agility, Will Force	10	5d10%	No Centaurs
Rope Making	Agility, Intelligence	12	8d6%	+10% Wood Elf, Barbaric Human
Rope Use	Agility, Intelligence	10	5d10%	None
Rowing	Strength, Vitality	8	5d10%	None
Running	Agility, Vitality	6	10d6%	+30% Centaur, +20% Saurian, +10% Wood Elf, Barbaric Human, Goblin
Scholar	Knowledge	14	4d10%	None
Scribing	Agility, Intelligence	14	4d10%	None
Sculpting	Agility, Knowledge	16	4d10%	+10% Dark Dwarf
Sewing	Agility	8	5d10%	None
Shepherdry	Knowledge	5	10d6%	None
Signaling	Knowledge	11	8d6%	None
Sing Songs	Charm	11	8d6%	+5% Elves
Skinning/Tanning	Agility, Knowledge	11	8d6%	None
Smithy	Strength, Agility	15	4d10%	+20% Dwarves
Soap Making	Knowledge	5	10d6%	None
Soldiering	Agility, Will Force	10	5d10%	None
Spinning	Agility	11	8d6%	None
Squire	Agility, Knowledge	14	4d10%	None
Stone Masonry	Strength, Agility	13	8d6%	+20% Dwarves
Store Keeping	Knowledge	12	8d6%	None
Story Telling	Wisdom, Charm	14	4d10%	+10% Centaur, Elves, Saurian
Supplier	Wisdom, Knowledge	12	8d6%	None
Surveyor	Knowledge	14	4d10%	None
Survival	Vitality, Knowledge	8	5d10%	+10% Mountain Dwarf, Barbaric Human
Swimming	Agility, Vitality	6	10d6%	No Dwarves, +10% River Midfolk
Tailoring	Agility, Intelligence	13	8d6%	None
Tattoo Artistry	Agility, Knowledge	15	4d10%	None
Taxidermy	Agility, Intelligence	14	4d10%	None
Theology	Wisdom, Knowledge	18	6d6%	+5% Civilized Dwarf
Tightrope Walking	Agility	14	4d10%	No Centaurs
Tobacconist	Intelligence, Knowledge	12	8d6%	+20% Town Midfolk
Tool Making	Agility, Knowledge	13	8d6%	+10% Dwarves
Torturing	Agility, Knowledge	15	4d10%	+20% Dark Elf
Translating	Knowledge, Charm	15	4d10%	None
Tumbling	Agility	16	4d10%	None
Valet	Knowledge	7	10d6%	None
Ventriloquism	Intelligence, Charm	15	4d10%	None
Wagon/Carriage Driving	Agility, Intelligence	11	8d6%	None
Wagon/Carriage Making	Agility, Knowledge	13	8d6%	None
Water/Wind Power	Intelligence, Knowledge	16	4d10%	+10% Dwarves
Weapon Making	Agility, Knowledge	14	4d10%	+10% Dwarves, +5% Elves
Weaving	Agility	11	8d6%	None
Wheel Wright	Agility, Knowledge	13	8d6%	None
Wood Curing	Knowledge	14	4d10%	+5% Elves, Forest Midfolk
Wood Cutting	Agility, Vitality	10	5d10%	None
Wood Working	Agility, Intelligence	13	8d6%	+5% Elves
Writing	Wisdom, Knowledge	15	4d10%	None

# social skills

## ACCOUNTING

**Attributes:** Intelligence, Wisdom **Rating:** 14  
**Start Bonus:** 4d10% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 60 Hours

**Description:** The skill of managing and auditing financial transactions for an individual or organization.

**Skill Produces:** The practitioner works with ledgers and other financial documents to produce written tracking of finances.

**Notes:** Utilizing basic tools of the trade such as an abacus will provide a combined +10% to this skill.

## ACTING

**Attributes:** Agility, Intelligence **Rating:** 15  
**Start Bonus:** 4d10% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 60 Hours

**Description:** The ability to entertain other beings by assuming the roll of a (real or imagined) personality, either individually or in a group, and acting out that personality.

**Skill Produces:** Produces entertainment in the form of a play or skit.

**Notes:** Practitioners of the Begging or Disguise skills each receive a +15% bonus when performing via the Acting skill.

## ADMINISTRATION

**Attributes:** Intelligence, Knowledge **Rating:** 12  
**Start Bonus:** 8d6% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 48 Hours

**Description:** The management of any large organization.

**Skill Produces:** An efficiently run organization in which the day to day needs of its members are satisfied.

**Notes:** Administration provides a +10% bonus to Butler.

## ANIMAL HUSBANDRY

**Attributes:** Knowledge, Will Force **Rating:** 8  
**Start Bonus:** 5d10% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 32 Hours

**Description:** The capacity to care for and breed livestock.

**Skill Produces:** Relatively healthy animals are raised and successful animal breeding (to produce offspring) occurs. Animal Husbandry provides the knowledge to successfully deliver an infant animal during the birthing process.

**Notes:** Animal Husbandry can be used to assist a wounded animal and is the equivalent of binding wounds (one wounded area is improved by 1d4+1 Endurance).

## ANIMAL TRAINING

**Attributes:** Intelligence, Will Force **Rating:** 14  
**Start Bonus:** 4d10% **Restrictions:** None  
**Modifiers:** +5% Wood Elf **Learn Time:** 56 Hours

**Description:** The ability to train an animal to respond to verbal or somatic gestures to perform an action.

**Skill Produces:** One new action may be learned by an animal after 3d4 days of training.

**Notes:** Up to two actions per Intelligence point of the animal may be learned by an animal. The animal must not be hostile to the trainer for

this skill to be successful. Practitioners of Animal Training that also have the skills Tame Animal or Speak to Animal receive a +15% bonus to this skill. Animal Training also provides a +10% to the skills Chariot Driving and Wagon/Carriage Driving.

## ARCHITECTURE/ENGINEERING

**Attributes:** Intelligence, Wisdom **Rating:** 16  
**Start Bonus:** 4d10% **Restrictions:** None  
**Modifiers:** +5% Dwarves **Learn Time:** 64 Hours

**Description:** The capability of conceptualizing and drawing designs for the construction of intricate items or large structures.

**Skill Produces:** Creates a set of plans or sketches to design an item or structure.

**Notes:** Conceptualizing and drawing take varying amounts of time depending upon the complexity of the construction.

Architecture/Engineering provides a +10% bonus to the skills Boat Wright and Water/Wind Power.

## ARMORING

**Attributes:** Strength, Knowledge **Rating:** 15  
**Start Bonus:** 4d10% **Restrictions:** None  
**Modifiers:** +10% Civilized Dwarf **Learn Time:** 60 Hours

**Description:** This skill provides the "how to" knowledge of creating and repairing armor along with the ability to determine composition, origin and value of a piece of armor.

**Skill Produces:** Combined with manufacturing skills, various types of armor may be created and repaired; Leather Working is required to create or repair leather armor such as helm, breastplate or body suit. Metal Working is required to create or repair metal armor made of chain or plate such as a gauntlet, arm griever, helm or coif. Wood Working is required to create or repair wooden armor such as a shield or breastplate. Both Leather Working and Metal Working are required to create or repair scale and banded armor. Tool Making and Metal Working are required to create or repair articulated plate armor.

**Notes:** In order to learn how to make a specific type of armor, a successful Armoring skill must be rolled. Time to create or repair a piece of armor is dependent on type and circumstance and is therefore left up to the Game Master to define.

## ARTISAN

**Attributes:** Intelligence, Knowledge **Rating:** 14  
**Start Bonus:** 4d10% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 56 Hours

**Description:** An Artisan is a virtuoso of the applied arts, allowing the practitioner to create various works of art.

**Skill Produces:** The Artisan can create any work of art not already covered by another social skill (such as Painting and Sculpting).

**Notes:** Already defined artistic social skills utilized by an Artisan receive a +10% bonus.

## BAKING/COOKING

**Attributes:** Knowledge **Rating:** 10  
**Start Bonus:** 5d10% **Restrictions:** None  
**Modifiers:** +20% Town Midfolk **Learn Time:** 40 Hours

**Description:** The ability to cook an appetizing meal or food item.

**Skill Produces:** This skill produces edible and tasty cooked food from raw ingredients.

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**Notes:** Cooking time varies by size of meal and complexity but usually does not exceed a few hours. When available, the Game Master may rule that certain recipes can decrease the skill rating. Baking/Cooking provides a +10% bonus to the Bar/Inn Keeping and Brewing social skills.

## BAR/INN KEEPING

**Attributes:** Wisdom, Charm **Rating:** 13  
**Start Bonus:** 8d6% **Restrictions:** None  
**Modifiers:** +5% Civilized Human **Learn Time:** 52 Hours

**Description:** The capacity to handle the day to day operations of a bar or inn, including its customers.

**Skill Produces:** The atmosphere and desirability of a bar or inn are directly linked to the skill of the person who oversees its operation.

## BARBERING

**Attributes:** Agility **Rating:** 12  
**Start Bonus:** 8d6% **Restrictions:** None  
**Modifiers:** +5% Dwarves **Learn Time:** 48 Hours

**Description:** The ability to groom hair in a pleasing way.

**Skill Produces:** The skill is used to temporarily raise the Appearance of someone by cutting and styling hair, trimming beards and mustaches and can be used to suggest grooming tips.

## BARREL/KEG MAKING

**Attributes:** Knowledge **Rating:** 10  
**Start Bonus:** 5d10% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 40 Hours

**Description:** The skill of creating and repairing watertight wooden storage containers.

**Skill Produces:** Combined with Wood Curing, a sealable, watertight barrel or keg made out of wood is created or repaired.

## BARTERING/HAGGLING

**Attributes:** Wisdom, Charm **Rating:** 11  
**Start Bonus:** 8d6% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 44 Hours

**Description:** The ability to increase a profit or reduce a payment when making a business deal.

**Skill Produces:** For each point a Bartering/Haggling skill roll is made by, the item is decreased or increased in price (whichever is most favorable to the practitioner) an equal percentage amount (with a maximum change of 50%).

**Notes:** If both parties have the skill, then the haggler who is successful by the greatest margin gets her haggle reduction or increase (however the amount of the discount or markup is lessened by the amount the other haggler made his skill roll by). Someone who refuses to haggle must make a Will Force save to do so otherwise the haggling values apply. Some sellers may decide not to allow haggling of goods. If they set the policy down and make their Store Keeping or Bar/Inn Keeping roll, then the policy applies and no haggling is allowed. Otherwise, the haggler might be able to find an employee who will haggle regardless of the policy.

## BASKET WEAVING

**Attributes:** Agility **Rating:** 6  
**Start Bonus:** 10d6% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 40 Hours

**Description:** The ability to weave wicker, reed, bamboo or other heavy fiber into patterns and create or repair a basket made of such material.

**Skill Produces:** A basket made of heavy fibrous material crafted in the basic container shape.

**Notes:** When attempting to create a double-woven watertight basket, a -20% penalty is applied.

## BEE KEEPING/INSECT HANDLING

**Attributes:** Knowledge **Rating:** 10  
**Start Bonus:** 5d10% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 40 Hours

**Description:** The ability to breed and maintain insects in colonies or groups, to use as food items, or harvest fiber or material they naturally produce.

**Skill Produces:** Creates a calm breeding colony and the desired material in its best form.

**Notes:** Each insect handler usually knows only a single type of insect (though several varieties may be known).

## BEGGING

**Attributes:** Knowledge, Charm **Rating:** 5  
**Start Bonus:** 10d6% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 20 Hours

**Description:** The capacity to appear desperate, wounded, helpless, down trodden, diseased or otherwise unfortunate enough to warrant help of some kind.

**Skill Produces:** All who pass by the beggar must make a Will Force save or feel compelled to provide help to the beggar in the form of money, food or intervention.

**Notes:** In some cultures begging is a crime while in others it is considered an art form. Anyone who has made a Will Force to avoid previous begging attempts is afforded a +5% cumulative chance to the next time someone begs from them. Therefore, a beggar may have many people pass him or her who are practically immune to begging.

## BOAT WRIGHT

**Attributes:** Agility, Knowledge **Rating:** 14  
**Start Bonus:** 4d10% **Restrictions:** No Dwarves  
**Modifiers:** +5% River Midfolk **Learn Time:** 56 Hours

**Description:** The skill of determining composition, origin and value of an existing water vessel as well as designing, creating and repairing water craft.

**Skill Produces:** Before a vessel is constructed, a set of plans must be created that details the design of the water craft. Once a design is available, Wood Curing is combined with Boat Wright to construct the craft. (The design and creation stages of Boat Wright each require separate skill rolls.)

**Notes:** A ship will be seaworthy only if it is both designed and constructed with successful skill rolls. The time necessary to design and construct a water craft are based on factors such as complexity of

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design and the type and amount of materials and manual labor available (in other words, the GM has to define it for each boat). Boat Wright provides a +10% bonus to the Sail skill.

## BOOKBINDER

**Attributes:** Intelligence, Knowledge **Rating:** 10  
**Start Bonus:** 5d10% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 40 Hours

**Description:** The ability to use adhesives, string and tension to cohere many sheets of parchment into a book.

**Skill Produces:** A well-made, bound book of parchment.

## BREWING

**Attributes:** Intelligence, Knowledge **Rating:** 14  
**Start Bonus:** 4d10% **Restrictions:** None  
**Modifiers:** +5% Dwarves **Learn Time:** 56 Hours

**Description:** The process of fermenting malt and hops into beer or ale using an existing recipe. This skill can also be used to experiment and concoct a new blend of beer, ale or other types of alcoholic spirits such as whisky.

**Skill Produces:** The desired alcoholic beverage produced by the recipe used.

**Notes:** Brewing time varies by type of alcohol and must be defined by the Game Master.

## BUTCHER

**Attributes:** Strength, Knowledge **Rating:** 8  
**Start Bonus:** 5d10% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 32 Hours

**Description:** The ability to efficiently prepare and preserve the meat of a slaughtered animal for consumption.

**Skill Produces:** Select cuts of meat are ready to be smoked, salted, cooked or dressed for sale in a market.

## BUTLER

**Attributes:** Intelligence, Wisdom **Rating:** 9  
**Start Bonus:** 5d10% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 60 Hours

**Description:** The chief servant of a household with the ability to fulfill and anticipate the specific day to day needs of an employer.

**Skill Produces:** An anticipated need of an employer is fulfilled.

## CABINETRY

**Attributes:** Agility, Intelligence **Rating:** 14  
**Start Bonus:** 4d10% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 56 Hours

**Description:** The ability to create and repair fine compartmentalized furniture such as desks, cabinets, chests, coffer and bureaus as well as identify the composition, origin and value of such items.

**Skill Produces:** The specific type of cabinet furniture is created, repaired or correctly appraised.

## CAGE MAKING

**Attributes:** Agility, Intelligence **Rating:** 13  
**Start Bonus:** 8d6% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 52 Hours

**Description:** The proficiency allowing creation and repair of wooden and metal cages of various sizes.

**Skill Produces:** One or both of Metal Working and Wood Working must be used in conjunction with Cage Making to produce a sturdy cage, proof against escape by the type of being it was created to imprison.

## CANDLE/OIL MAKING

**Attributes:** Knowledge **Rating:** 8  
**Start Bonus:** 5d10% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 32 Hours

**Description:** The ability to create lamp oil and candles from the separation of tallow or animal fat.

**Skill Produces:** Creates a quantity of candles or oil.

**Notes:** Candles created with this skill are suitable for use with Candle Lore and Ritual Lore.

## CARVING

**Attributes:** Agility **Rating:** 15  
**Start Bonus:** 4d10% **Restrictions:** None  
**Modifiers:** +10% Dark Dwarf **Learn Time:** 60 Hours

**Description:** The ability to create three dimensional works of art or representations by carving wood, bone, jade or other similar substances with a sharp instrument.

**Skill Produces:** The desired carved representation of something real or imagined is created.

**Notes:** This skill can be combined with many other manufacturing skills to add carved figures to a finished product. Carving provides a +10% bonus in the creation of bows in the skill Fletching/Bow Making.

## CHARIOT DRIVING

**Attributes:** Agility, Intelligence **Rating:** 13  
**Start Bonus:** 8d6% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 52 Hours

**Description:** The ability to control a two-wheeled, animal-drawn vehicle at high speeds.

**Skill Produces:** The precise control of a chariot in stressful situations, allowing the avoidance of obstacles or outpacing an opponent in the leg of a chariot race.

## CHARIOT MAKING

**Attributes:** Agility, Knowledge **Rating:** 15  
**Start Bonus:** 4d10% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 60 Hours

**Description:** The skill of creating and repairing a two-wheeled, animal-drawn vehicle.

**Skill Produces:** A chariot is created or repaired.

**Notes:** Chariot Making requires Wood Working, Metal Working and Wheel Wright to produce a new chariot and the appropriate skill to repair a chariot.



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## CHEMISTRY

**Attributes:** Intelligence, Knowledge **Rating:** 18  
**Start Bonus:** 6d6% **Restrictions:** None  
**Modifiers:** See below **Learn Time:** 72 Hours

**Description:** Chemistry is the basic knowledge of the results expected from combining multiple substances together (basic chemistry without knowledge of atomic structure). The ability to understand the properties of alkali and acid, base and neutralizers, mainly the observed reactions between known natural substances. The ability to comprehend the three of the four states of matter: solid, liquid, and gas but not plasma.

**Skill Produces:** By itself, Chemistry may be used to create acids, alkali and neutralizers.

**Notes:** All Dwarves (except Mountain Dwarves) gain a +5% bonus to Chemistry. Combined with other skills, Chemistry provides a bonus: +10% to Metallurgy and Pyrotechnics (see Master's Manual) and a +20% bonus to Perfume/Scent Making.

## CHIRURGEON

**Attributes:** Intelligence, Knowledge **Rating:** 14  
**Start Bonus:** 4d10% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 56 Hours

**Description:** The ability to give basic medical treatment to someone injured without exacerbating existing ailments.

**Skill Produces:** A very rudimentary diagnosis of a physical injury. Sucking chest wounds can be stabilized, internal bleeding is arrested, a crushed windpipe can be opened and broken bones are properly splinted and set. All of these treatments require the patient to remain in a prone position lest he become re-injured. Barbed weapons can be removed from flesh and will only cause minimum damage upon removal. Additionally, the practitioner can make a skill roll to keep an individual from dying of shock, if he has a way to cover the individual with blankets or the like and makes a successful skill roll. A being may be brought out of shock with a successful skill roll. See "Special Injury Effects" in the Combat section for detailed information on injury.

## CLOWNING/JESTING

**Attributes:** Agility, Wisdom **Rating:** 7  
**Start Bonus:** 10d6% **Restrictions:** None  
**Modifiers:** +5% Town Midfolk **Learn Time:** 28 Hours

**Description:** The capability of moving, acting or talking in a manner that is amusing to an audience.

**Skill Produces:** Entertainment in the form of comedy. The skill provides a +10% morale or reaction among non-fanatical alignments.

**Notes:** The jester is generally considered funny and may poke fun and see the humor in all around him.

## COBBLING

**Attributes:** Agility **Rating:** 11  
**Start Bonus:** 8d6% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 44 Hours

**Description:** The ability to create and repair footwear for bipeds created out of leather.

**Skill Produces:** The skill user creates basic footwear (such as sandals and boots).

**Notes:** Cobbling may be used to see what size of footwear is required for an individual.

## COLLECTING

**Attributes:** Knowledge **Rating:** 12  
**Start Bonus:** 8d6% **Restrictions:** None  
**Modifiers:** +5% River Midfolk **Learn Time:** 48 Hours

**Description:** The ability to organize and appraise items in a collection.

**Skill Produces:** With this skill the user can set a value to an item in a collection and or the value of the collection itself.

**Notes:** The collector must choose an area of interest (such as swords, tapestries, furniture or paintings) and may have a number of interests (up to 1 interest per 4 points of Knowledge). A skill in making an item that the practitioner collects receives a +30% bonus to the Collecting skill roll. For example, a sword collector with Weapon Making has a +30% bonus to his skill roll concerning the value of swords.

## COURTESAN

**Attributes:** Appearance, Charm **Rating:** 13  
**Start Bonus:** 8d6% **Restrictions:** None  
**Modifiers:** +5% High Elf **Learn Time:** 52 Hours

**Description:** The capacity to act as companion and be pleasing as both a conversationalist and a lover.

**Skill Produces:** This produces a positive emotional and physical response in another.

**Notes:** Courtesans (both men and women) do not necessarily ply their trade for money though it may be that they find their financial needs taken care of by the satisfied and generous companion. One who survives off of the gifts of suitors or lovers would be considered a Courtesan. These practitioners take great pains to separate themselves from common harlots.

## CRAFTSMAN

**Attributes:** Agility, Intelligence **Rating:** 14  
**Start Bonus:** 4d10% **Restrictions:** None  
**Modifiers:** +10% Dwarves, +5% Elves **Learn Time:** 56 Hours

**Description:** A Craftsman is an artificer and tradesman with the ability to manufacture general goods of various kinds.

**Skill Produces:** The Craftsman can create any general item not already covered by another social skill (such as Metal Working, Leather Working and Wood Working).

**Notes:** Already defined manufacturing social skills utilized by a Craftsman receive a +10% bonus.

## CRYING/HAWKING

**Attributes:** Vitality, Charm **Rating:** 5  
**Start Bonus:** 10d6% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 20 Hours

**Description:** The ability to memorize a short speech or proclamation and be vocally heard even in a large, boisterous crowd.

**Skill Produces:** A proclamation is memorized or a memorized speech is vocalized.

**Notes:** Criers in the service of a store, inn or guild are referred to as hawkers.

# social skills

## DANCING

**Attributes:** Agility, Vitality **Rating:** 8  
**Start Bonus:** 5d10% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 36 Hours

**Description:** The ability to dance alone or in groups in a pleasing fashion and the ability to learn new dances.  
**Skill Produces:** Visual entertainment and enticement in the form of a dance.  
**Notes:** A dance is learned after it has been demonstrated for 10d4 minutes. Up to 2 dances per Knowledge point may be known at any one time.

## DIPLOMACY

**Attributes:** Wisdom, Charm **Rating:** 17  
**Start Bonus:** 6d6% **Restrictions:** None  
**Modifiers:** +15% Civilized Human **Learn Time:** 72 Hours

**Description:** The ability to comprehend and negotiate a political situation for various outcomes.  
**Skill Produces:** The diplomat speaks to each of the parties involved in a verbal conflict and must make a skill roll to comprehend the complexities of each position. An additional Diplomacy skill roll is needed to produce a desired result in one or more of the parties. A Will Force save by any determined party will thwart this skill.  
**Notes:** Magic control effects can be used in conjunction with Diplomacy to temporarily (for 10 minutes) reduce someone's Control Resistance by -10%.

## DIVING

**Attributes:** Agility, Vitality **Rating:** 9  
**Start Bonus:** 5d10% **Restrictions:** No Dwarves  
**Modifiers:** See below **Learn Time:** 36 Hours

**Description:** The ability to dive from a height, gracefully striking the water with a minimum of force and the ability to hold one's breath (underwater) for a longer duration than normal individuals.  
**Skill Produces:** A diver can stay under water double the normal time and can dive from a height up to 150' without taking damage (that's 50' higher than normal). These actions require separate skill rolls.  
**Notes:** Certain races are adept at Diving: River Midfolk receive a +10% bonus while all Elves (except Dark Elves) receive a +5% bonus.

## DOLL MAKING

**Attributes:** Agility **Rating:** 13  
**Start Bonus:** 8d6% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 52 Hours

**Description:** The ability to produce or repair pleasing or accurate miniature representations of children, adults and creatures out of stuffed cloth and porcelain.  
**Skill Produces:** An accurate, miniature representation of a child, adult or creature is created.  
**Notes:** Dolls created with Doll Making are suitable for use with the Ritual Lore skill.

## DRAWING/ SKETCHING

**Attributes:** Agility, Intelligence **Rating:** 15  
**Start Bonus:** 4d10% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 60 Hours

**Description:** The ability to sketch an existing object or scene or something altogether imagined.  
**Skill Produces:** An ink illustration is created on parchment or other writing surface.  
**Notes:** Drawing/Sketching provides a +10% bonus to the Architecture/Engineering and Boat Wright skills.

## DRILLING

**Attributes:** Intelligence, Will Force **Rating:** 8  
**Start Bonus:** 5d10% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 32 Hours

**Description:** The ability to train oneself or others with a simple routine designed to improve general ability or learn a specific task (such as marching in step).  
**Skill Produces:** Creates an improvement in an attribute or the learning of a routine. Normally attributes can be improved by class advancement. However, non-classed beings and individuals who do not wish to wait for class advancement can, through a drilled regiment, improve any attribute except Social Class. The Drilling period for improving an attribute is 1 day per point of the current attribute rating. Every day, for a period of at least 1 hour, the regiment must be maintained. Regiments are varied depending on the attribute in question (see below). At the end of the drilling period, a Drilling social skill roll must be made by the character wishing to improve the attribute. If the Drilling skill roll is successful, the attribute is temporarily increased. Each successive Drilling attempt to increase the same attribute after the first is at a cumulative +4 rating. After one or more increases in attributes, a maintenance period of Drilling is required or the attribute reverts to its original value. The maintenance drilling period is 3 hours a week and must be spread out over 3 days. For every attribute increase as the result of Drilling, another hour of drilling per week is required. Once all days of the week are being used for drilling, the amount of additional time is evenly distributed. (For example, if 10 hours of drilling are required in a 7-day week, then 4 days of the week would consist of 1-hour drilling sessions and the remaining 3 days of the week would consist of 2-hour drilling sessions). For each week these conditions are not met, one attribute point improvement is removed. If an instructor working with a student possesses Drilling and Instruction (and both skill rolls are made), a -4 modifier is applied to the student's Drilling rating.

### Drilling Modifiers

Attribute	Drilling Examples	Modifier
Strength	Weight lifting, isometrics	-
Agility	Running, Tai-Chi, stretching	-
Vitality	Eat healthy and positive meditation	-10%
Intelligence	Practice puzzles and riddles	-10%
Wisdom	Study and analyze philosophy	-20%
Knowledge	Read books, discuss current events	-
Appearance	Practice makeup, style of dress, posing	-
Charm	Rehearse conversations, manner of speech	-
Social Class	Cannot use Drilling for social class	-
Aura	Meditation	-30%
Piety	Pray, chant or meditate	-
Will Force	Positive thinking, debate with others	-20%

**Notes:** No other actions can be performed during the Drilling sessions.

# social skills

## DRUDGERY

**Attributes:** Strength, Vitality  
**Start Bonus:** 10d6%  
**Modifiers:** None

**Rating:** 5  
**Restrictions:** None  
**Learn Time:** 20 Hours

**Description:** The ability to perform repetitive maintenance labor (such as cleaning, scrubbing and organizing) in an efficient and timely manner.

**Skill Produces:** Both time and appearance of a menial task will be improved.

**Notes:** Anyone can do maintenance labor but the user of this skill will excel at it. Drudgery provides a +10% bonus to the skills Bar/Inn Keeping, Harvesting and Paving/Road Building.

## DYER

**Attributes:** Knowledge  
**Start Bonus:** 5d10%  
**Modifiers:** None

**Rating:** 8  
**Restrictions:** None  
**Learn Time:** 32 Hours

**Description:** The ability to create liquid dyes from natural substances (such as minerals, plants and animals) and use them to permanently change the color of a piece of glass, leather, wood, stone, metal or cloth to one particular color.

**Skill Produces:** A quantity of dye suitable for changing the color of an item or, if dye is already available, an item with a new color defined by the dye.

## ECONOMICS

**Attributes:** Intelligence, Wisdom  
**Start Bonus:** 4d10%  
**Modifiers:** None

**Rating:** 15  
**Restrictions:** None  
**Learn Time:** 64 Hours

**Description:** The art of understanding the production and distribution of wealth and commodities within a specific marketplace.

**Skill Produces:** The identification of a financial opportunity within a specific marketplace.

## ESPIONAGE

**Attributes:** Intelligence, Knowledge  
**Start Bonus:** 4d10%  
**Modifiers:** None

**Rating:** 14  
**Restrictions:** None  
**Learn Time:** 56 Hours

**Description:** Espionage imparts the general knowledge and practice of techniques involving stealth, intrusion and deception. The espionage artist uses stealth and cunning to infiltrate, subvert and otherwise thwart detection and discovery.

**Skill Produces:** The training necessary for an emissary to make discoveries without revealing himself when watching the words and conduct of others.

**Notes:** The knowledge imparted by this skill lends a +10% bonus to each of the following skills: Acting, Diplomacy, Etiquette, Gossip Mongering, Lip Reading, Politics and Supplier.

## ETIQUETTE

**Attributes:** Knowledge  
**Start Bonus:** 8d6%  
**Modifiers:** None

**Rating:** 12  
**Restrictions:** None  
**Learn Time:** 48 Hours

**Description:** Allows the proper carrying and performance of oneself during a formal affair or interaction with nobility.

**Skill Produces:** A temporary +2 to Social Class, if it is below 15, during the appropriate situation as well as the ability to perform correct mannerisms to keep from insulting someone.

## FALCONRY

**Attributes:** Intelligence, Will Force  
**Start Bonus:** 4d10%  
**Modifiers:** +20% Avians

**Rating:** 15  
**Restrictions:** None  
**Learn Time:** 56 Hours

**Description:** The ability to train a falcon for use in hunting.

**Skill Produces:** Produces a trained action in a raptor. One new action may be learned by a raptor after 3d4 days of training.

**Notes:** Up to one action per Intelligence point of the raptor may be learned by the raptor. The bird must not be hostile to the trainer for this skill to be successful. Practitioners of Animal Training that also have the skills Tame Animal or Speak to Animal receive a +15% bonus to this skill.

## FARMING/ PLANTING

**Attributes:** Strength, Knowledge  
**Start Bonus:** 5d10%  
**Modifiers:** +10% Town Midfolk

**Rating:** 9  
**Restrictions:** None  
**Learn Time:** 36 Hours

**Description:** The capability of planting seeds and tending to the plants as they mature.

**Skill Produces:** A healthy crop of mature plants ready for harvesting (see Harvesting).

**Notes:** This skill can be used to determine which plant will grow best by season and soil conditions and the best time to harvest the plants.

## FASHION

**Attributes:** Appearance, Charm  
**Start Bonus:** 5d10%  
**Modifiers:** See Below

**Rating:** 10  
**Restrictions:** None  
**Learn Time:** 40 Hours

**Description:** The knowledge or creation of the latest custom or style of dress.

**Skill Produces:** An acceptance of the skill user's adherence to social styles, whether following existing styles or creating her own, resulting in a temporary +2 to Appearance in appropriate situations.

**Notes:** High Elves and Civilized Humans are preoccupied with Fashion and receive a +5% bonus.

## FERRIER

**Attributes:** Knowledge  
**Start Bonus:** 10d6%  
**Modifiers:** +5% River Midfolk

**Rating:** 7  
**Restrictions:** None  
**Learn Time:** 28 Hours

**Description:** The ability to steer a ferry, barge or small boat to and from different shores.

**Skill Produces:** A wide waterway is successfully crossed.

**Notes:** A Ferrier skill roll is not required unless there is a potential mishap or rough weather.

# social skills

## FIRE MAKING

**Attributes:** Agility, Intelligence

**Start Bonus:** 5d10%

**Modifiers:** See Below

**Rating:** 10

**Restrictions:** None

**Learn Time:** 28 Hours

**Description:** The ability to produce fire in adverse weather conditions with few tools.

**Skill Produces:** After 2-7 seconds with a tinderbox, a fire is started. If a tinderbox is not available, 5d4 minutes must be spent before a fire is started.

**Notes:** Some races like Barbaric Human and Civilized Dwarf routinely make open pit fires and receive a +10% bonus to this skill.

## FISHING

**Attributes:** Agility, Knowledge

**Start Bonus:** 10d6%

**Modifiers:** +5% River Midfolk

**Rating:** 7

**Restrictions:** None

**Learn Time:** 28 Hours

**Description:** The ability to catch fish by line, pole, net, trap or spear in salt or fresh water.

**Skill Produces:** A quantity of fish of the type available in the body of water.

**Notes:** The skill roll must be made periodically depending on the density of the fish population. In shallow areas where fish exist, an attempt to grab a fish can be made at a 1/2 Fishing skill roll.

## FLETCHING/ BOW MAKING

**Attributes:** Agility, Intelligence

**Start Bonus:** 4d10%

**Modifiers:** See Below

**Rating:** 14

**Restrictions:** None

**Learn Time:** 56 Hours

**Description:** This skill provides the "how to" knowledge to create a bow, arrow (for a bow) and quarrel (for a crossbow).

**Skill Produces:** When combined with the Wood Working skill, Fletching/Bow Making creates a batch of arrows or quarrels out of refined materials. (The refined materials needed for each arrow or quarrel are a thin wood or metal doweling, soft metal or pre-shaped metal arrow heads, feathers or specialized leaves, some form of glue or gum or thin twine or thread.) A batch of one dozen arrows takes 3d4 hours to produce. Heavy, barbed and piercing arrows or quarrels take 2 extra hours per batch and are at a -10% penalty. True flight arrows and quarrels take twice as long to make as normal and are at -20% penalty. When combined with the Wood Curing and Wood Working skills, any type of bow (short, long, great or composite) may be created from a semi-flexible piece of wood (such as ash). Bows take 4d4 days of effort to manufacture. Great bows are at a -10% penalty to make while composite bows are at a -20% penalty to make.

**Notes:** Certain races (Wood Elves, High Elves and Centaurs) are adept at making arrows, quarrels and bows and receive a +10% bonus.

## FORAGING/ FORESTRY

**Attributes:** Intelligence, Knowledge

**Start Bonus:** 5d10%

**Modifiers:** +10% Centaurs

**Rating:** 10

**Restrictions:** None

**Learn Time:** 40 Hours

**Description:** The ability to properly identify natural foliage (living or dead) and specific knowledge of a plant such as classification, habitat, growth, reproduction and edibility.

**Skill Produces:** The correct properties of the foliage are identified. If

a specific type of fruit is sought after, then the location of the fruit is known.

**Notes:** The rating of this skill can vary greatly based on the terrain and type of foliage and thus is at the discretion of the GM.

Practitioners of Survival receive a +10% bonus if Foraging/Forestry is known.

## FORTUNE TELLING

**Attributes:** Intelligence, Wisdom

**Start Bonus:** 4d10%

**Modifiers:** None

**Rating:** 15

**Restrictions:** None

**Learn Time:** 60 Hours

**Description:** The act of predicting the future through a physical medium such as a crystal ball, tea leaves, tarot cards and chicken bones.

**Skill Produces:** To the listener, a believable account of what the future holds.

**Notes:** No actual information about the real future is revealed to the individual; any foretold events that do occur are purely coincidental. Practitioners of Fortune Telling receive a +10% bonus for each of the following skills known: Acting, Astrology (see Master's Manual), Philosophy and Story Telling.

## FURNITURE MAKING

**Attributes:** Agility, Intelligence

**Start Bonus:** 4d10%

**Modifiers:** None

**Rating:** 14

**Restrictions:** None

**Learn Time:** 60 Hours

**Description:** The ability to manufacture fine furniture items.

**Skill Produces:** Combined with Wood Working, Furniture Making allows the practitioner to make a finely crafted piece of furniture such as a table, chair or book case. (See Cabinetry to make compartmentalized furniture such as chests, desks and bureaus.)

**Notes:** Furniture Making provides a +10% bonus to Cabinetry.

## GAMBLING

**Attributes:** Intelligence, Charm

**Start Bonus:** 8d6%

**Modifiers:** None

**Rating:** 12

**Restrictions:** None

**Learn Time:** 48 Hours

**Description:** The ability to understand and participate in games of chance.

**Skill Produces:** The odds and practices of a particular game of chance are understood.

**Notes:** Some games have odds or rules that may cause a modifier to the skill roll or may not be discernible at all. This skill affords a +10% bonus to the skill Cheat as well as a +10% to the Intelligence save required to discover a failed Cheat attempt.

## GEOGRAPHY

**Attributes:** Intelligence, Knowledge

**Start Bonus:** 4d10%

**Modifiers:** None

**Rating:** 14

**Restrictions:** None

**Learn Time:** 64 Hours

**Description:** The ability to map interrelations of land type, political boundaries, population, plant and animal types, climates and minerals.

**Skill Produces:** Produces bounded regions on an existing map or, combined with Cartography, allows the creation of completely new maps of the types listed above. This skill only involves known quantities (minerals within the earth, secret societies, etc. all remain hidden).



# social skills

**Notes:** Geography provides a +5% bonus to the Cartography skill as well as a +10% bonus to the Prospecting skill.

## GEOLOGY

**Attributes:** Intelligence, Knowledge **Rating:** 14  
**Start Bonus:** 4d10% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 56 Hours

**Description:** The study of geological processes and the physical history of earth.

**Skill Produces:** Knowledge of the nature of stone and minerals, their age and their relation to the structures of the planet. Allows helpful insight into the geological processes such as current volcanic activity, climate, weathering and oxidation effects on edifices. Two minerals that have similar appearance and properties (such as iron pyrite and gold) may be differentiated with Geology.

**Notes:** Prospecting practitioners receive a bonus of +10% if Geology is known.

## GLASS BLOWING

**Attributes:** Agility, Knowledge **Rating:** 12  
**Start Bonus:** 8d6% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 48 Hours

**Description:** The ability to blow molten glass to form sheets or more intricate shapes (such as globes) made of glass.

**Skill Produces:** A glass product (such as a pickling jar, wine glass or window pane) may be created when a sufficient source of heat is available to melt glass. Glass Blowing can be used to create new glass formulas to change the characteristics of glass products (such as strength or appearance).

**Notes:** Mirrors can be created at a -5% penalty per square foot.

## GOSSIP MONGERY

**Attributes:** Charm **Rating:** 8  
**Start Bonus:** 5d10% **Restrictions:** None  
**Modifiers:** +10% Civilized Human **Learn Time:** 32 Hours

**Description:** The ability to circulate rumors within a social clique.

**Skill Produces:** Knowledge of current events from the practitioner's point of view is passed on to others.

**Notes:** Rumors originating with the practitioner cannot be traced back if the Gossip Mongery skill roll succeeds by more than 20%.

## HARLOTRY

**Attributes:** Agility, Appearance **Rating:** 8  
**Start Bonus:** 5d10% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 32 Hours

**Description:** The ability to entice another into having physical relations for payment or barter as well as the performance of those physical relations.

**Skill Produces:** Someone predisposed to having physical relations for payment may be enticed by the practitioner.

## HARVESTING

**Attributes:** Strength, Vitality **Rating:** 5  
**Start Bonus:** 10d6% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 20 Hours

**Description:** The capability of harvesting a plant (whether it is a fruit, nut, root or fiber).

**Skill Produces:** Through repetitive action, a crop of plants can be harvested.

## HERALDRY

**Attributes:** Knowledge **Rating:** 14  
**Start Bonus:** 4d10% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 56 Hours

**Description:** The capacity to identify and create a symbol, flag, banner or emblem.

**Skill Produces:** When viewed, a symbol, flag, banner or emblem can be associated with the correct political faction. Alternately, when combined with Sewing, a symbol, flag or banner may be created.

## HUNTING/ TRAPPING

**Attributes:** Intelligence, Wisdom **Rating:** 10  
**Start Bonus:** 5d10% **Restrictions:** None  
**Modifiers:** See below **Learn Time:** 40 Hours

**Description:** Hunting and trapping are the active and passive pursuit (respectively) of wild animals for the purpose of catching or killing.

**Skill Produces:** If Hunting, the location of a trail where the type of wild animal sought can be found. If Trapping, a manufactured trap set by the practitioner has ensnared the type of wild animal sought after.

**Notes:** The rating of this skill can vary greatly based on the terrain and type of animal and thus is at the discretion of the GM. Only plainly visible, simple snares and pit traps may be set using this skill. Goblins receive a +5% bonus while Wood Elves, Barbaric Humans and Mountain Avians receive a +10% bonus to this skill. Practitioners of Survival receive a +10% bonus if Hunting/Trapping is known.

## INSTRUCTION

**Attributes:** Wisdom, Will Force **Rating:** 14  
**Start Bonus:** 4d10% **Restrictions:** None  
**Modifiers:** +5% Gray Elf **Learn Time:** 56 Hours

**Description:** The general ability to teach others in the use of skills or impart general information in a fashion the learner will likely remember.

**Skill Produces:** The instructor sets the speed and direction of study, making a skill roll only when the instruction is complete (see Training for complete details).

## INSTRUMENT MAKING

**Attributes:** Agility, Wisdom **Rating:** 15  
**Start Bonus:** 4d10% **Restrictions:** None  
**Modifiers:** +5% High Elf **Learn Time:** 60 Hours

**Description:** The "know how" to craft, repair and appraise musical instruments.

**Skill Produces:** When combined with Wood Working, the craftsman can create a simple wooden instrument such as a lute. Using Metal

Working instead of Wood Working, a simple metal instrument such as a trumpet may be crafted.

**Notes:** The craftsman usually specializes in a section of instruments (such as woodwinds, percussion, horns or strings).

## INSTRUMENT PLAYING

**Attributes:** Agility, Intelligence **Rating:** 15  
**Start Bonus:** 4d10% **Restrictions:** None  
**Modifiers:** +5% High Elf **Learn Time:** 60 Hours

**Description:** The ability to tune an instrument as well as play non-magical scores on a musical instrument in a pleasing manner.

**Skill Produces:** Entertainment in the form of the sounds from the instrument.

**Notes:** A skill roll is required to learn a new instrument or non-magical score. An instrument player has a maximum of 1 instrument slot per 3 points of Knowledge. For each instrument slot given up in favor of better learning an already known instrument, a +5% bonus is given to the one instrument. Unlike the class skill Play, training for this skill is specific to an instrument.

## JUGGLING

**Attributes:** Agility **Rating:** 13  
**Start Bonus:** 8d6% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 52 Hours

**Description:** The ability to keep multiple objects in continuous motion in the air by catching and tossing.

**Skill Produces:** Entertainment in the form of juggling.

**Notes:** A juggler must make a skill roll for each object (after the second item) at a cumulative -10% penalty. For every 5 pounds of weight of a single object, a -20% penalty is applied. Juggling is rolled every 10 seconds whether adding new items or not. Each failed roll causes one item to fall to the ground.

## LABORER

**Attributes:** Strength, Agility **Rating:** 5  
**Start Bonus:** 10d6% **Restrictions:** None  
**Modifiers:** See below **Learn Time:** 20 Hours

**Description:** The ability to perform manual labor.

**Skill Produces:** A laborer can perform manual labor (such as lifting) in a timely and efficient manner.

**Notes:** Certain races are natural laborers: Centaurs receive a +20% bonus while Dwarves and Ogres receive a +5% bonus to this skill. Labor provides a +10% bonus to the Boat Wright skill.

## LADY SERVANT

**Attributes:** Knowledge **Rating:** 7  
**Start Bonus:** 10d6% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 28 Hours

**Description:** The ability to fulfill the specific day to day needs of a female employer.

**Skill Produces:** The day to day needs (such as hair brushing, corset stuffing and errand running) are accurately and promptly completed by the Lady Servant.

## LEADERSHIP

**Attributes:** Wisdom, Will Force **Rating:** 16  
**Start Bonus:** 4d10% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 64 Hours

**Description:** The ability to size up individuals within a situation and guide the individuals through the situation in an effective, motivating manner.

**Skill Produces:** A new Morale roll to all non-player characters allied or previously allied with the leader at a +20% modifier.

**Notes:** Leadership may be respected by player characters, but they will not be motivated to take action unless they so choose.

## LEATHER WORKING

**Attributes:** Agility, Intelligence **Rating:** 10  
**Start Bonus:** 5d10% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 40 Hours

**Description:** The ability to work with prepared animal skins to make a pliable and supple leather item. Leather Working also incorporates the ability to use various sorts of tools to inscribe intricate patterns upon a leather item.

**Skill Produces:** A basic article of leather clothing (such as a belt, pants, vest or jacket) or general leather-made good such as a horse bridle, stir-up, saddle and satchel. If an item of leather already exists, Leather Working can be used to inscribe a detailed design. Combined with Armoring and Weapon Making, leather armor and weapons can be created.

## LEECHING

**Attributes:** Wisdom, Knowledge **Rating:** 12  
**Start Bonus:** 8d6% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 48 Hours

**Description:** The ability to heal an animal or being through non-magical means such as bloodletting and herbal remedies.

**Skill Produces:** When successful, a wound is relieved of 1d4+1 points of damage, poison effects are halved and the severity level of a disease is lessened by one. However, sometimes the cure can be worse than the ailment (indicated by a failed Leeching roll or Vitality save of the patient). In this case, a wound will be worsened by 1d4+1 points of damage and poisons and diseases will progress to the next severity level.

**Notes:** Wounds and poisons can be tended to in 1d4 minutes but diseases require 1d4 hours, days or weeks depending on the severity. In many cases no cure exists based on present knowledge for an ailment. In that case a Vitality save to avoid the negative effects of the Leeching is still required. The GM may apply a chance modifier to Leeching depending on the ailment.

## LIBRARIAN

**Attributes:** Intelligence, Knowledge **Rating:** 12  
**Start Bonus:** 8d6% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 48 Hours

**Description:** A Librarian is trained in organizing, preserving and providing services for a collection of texts.

**Skill Produces:** Methods for organizing and preserving books and scrolls are known to the practitioner. Specific information within a text can be located within a library familiar to the practitioner in the minimum amount of time required.

# social skills

## LIP READING

**Attributes:** Intelligence  
**Start Bonus:** 4d10%  
**Modifiers:** None

**Rating:** 16  
**Restrictions:** None  
**Learn Time:** 64 Hours

**Description:** The ability to understand speech based on lip movement.  
**Skill Produces:** The lip movement of a person talking within close sight proximity of the lip reader can be understood (as long as the lip reader speaks the same language as the target).  
**Notes:** A skill roll is required once per minute.

## LOCKSMITH

**Attributes:** Intelligence, Knowledge  
**Start Bonus:** 4d10%  
**Modifiers:** None

**Rating:** 14  
**Restrictions:** None  
**Learn Time:** 56 Hours

**Description:** The "know how" of identifying, creating and mending various types of locking devices utilizing bolts and tumblers.  
**Skill Produces:** A functional locking mechanism can be assembled from tumblers and other lock parts. If a lock is damaged, it can be repaired using this skill assuming replacement parts are available. Utilizing locksmith tools, a key mold can be created out of soap or clay for a lock. A locksmith can identify characteristics about a lock (such as which way a key turns, number of tumblers, etc.).  
**Notes:** The knowledge gained through the use of this skill provides a +15% bonus to the Open Locks skill. Additionally, Locksmith provides a +10% bonus to the Detect Trap and Set Trap skills when the trap involves the locking mechanism. A +5% bonus is given to the Remove Trap skill when attempting to remove a lock based trap.

## LOOM MASTERY

**Attributes:** Agility  
**Start Bonus:** 8d6%  
**Modifiers:** None

**Rating:** 13  
**Restrictions:** None  
**Learn Time:** 52 Hours

**Description:** The ability to use a loom to produce simple woven goods from yarn.  
**Skill Produces:** A basic woven good such as a rug, cloak or other article of clothing is created.

## LUMBERJACK

**Attributes:** Strength, Vitality  
**Start Bonus:** 10d6%  
**Modifiers:** None

**Rating:** 7  
**Restrictions:** None  
**Learn Time:** 28 Hours

**Description:** The ability to fell trees in a controlled fashion.  
**Skill Produces:** A tree is felled in the chosen direction (see Wood Cutting).  
**Notes:** This skill is required in dense areas to keep a tree from being caught up by other trees as well as keeping a tree from crashing down upon a structure or person.

## MATHEMATICS

**Attributes:** Intelligence, Knowledge  
**Start Bonus:** 4d10%  
**Modifiers:** See below

**Rating:** 16  
**Restrictions:** None  
**Learn Time:** 64 Hours

**Description:** The ability to use higher forms of general math.  
**Skill Produces:** Correct results when attempting equations or other complex mathematics.

**Notes:** Dwarves of the Civilized and Dark varieties receive a +5% bonus. Mathematics provides a +20% bonus to Surveyor and a +10% bonus to the following skills: Accounting, Architecture, Chemistry, Mining and Metallurgy.

## METAL WORKING

**Attributes:** Agility, Intelligence  
**Start Bonus:** 8d6%  
**Modifiers:** +5% Dwarves

**Rating:** 13  
**Restrictions:** None  
**Learn Time:** 48 Hours

**Description:** Provides a Smithy with the ability to create refined metal goods. Once forging of a metal item is complete, Metal Working can also be used to inscribe detailed patterns (such as runes) as well as polish the metal to attain the brightest sheen possible. Requires a forge to shape the metal.  
**Skill Produces:** Refined metal goods such as a candelabra, teapot and lantern can be created or repaired. Combined with Armoring and Weapon Making, metal armor and weapons can be created.  
**Notes:** Metal Working provides a +10% bonus to the Chariot Making, Wagon/Carriage Making and Instrument Making skills.

## METALLURGY

**Attributes:** Intelligence, Knowledge  
**Start Bonus:** 4d10%  
**Modifiers:** +5% Dwarves

**Rating:** 16  
**Restrictions:** None  
**Learn Time:** 64 Hours

**Description:** The ability to use a known formula or process to smelt metal alloys (such as adding silver to steel to create a silvered blade). Two minerals that have similar appearance and properties (such as iron pyrite and gold) may be differentiated with Metallurgy.  
**Skill Produces:** Following an established formula, a metallurgist may successfully mix two or more metals together that will maintain integrity within its finished form (produced by Metal Working).  
**Notes:** Metallurgy provides a +10% to Smithy when forging metal alloys.

## METAPHYSICS

**Attributes:** Intelligence, Knowledge  
**Start Bonus:** 6d6%  
**Modifiers:** +5% Gray Elf

**Rating:** 18  
**Restrictions:** None  
**Learn Time:** 68 Hours

**Description:** The ability to understand and postulate a model of how the mystical universe works.  
**Skill Produces:** The ability to comprehend, postulate or relate a metaphysical model of the world. A +1 Aura Control is gained as a result of this knowledge.

## MIDWIFE

**Attributes:** Wisdom, Knowledge  
**Start Bonus:** 8d6%  
**Modifiers:** +10% Goblin

**Rating:** 12  
**Restrictions:** None  
**Learn Time:** 48 Hours

**Description:** Most commonly, a midwife is a female that assists other females during childbirth.  
**Skill Produces:** Midwife provides the knowledge to care for a mother through and shortly after childbirth allowing successful delivery of an infant during the birthing process.

# social skills

## MILLING

**Attributes:** Knowledge **Rating:** 7  
**Start Bonus:** 10d6% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 28 Hours

**Description:** The ability to use a pestle and mortar or a large grinding wheel to grind grain into flour or meal.

**Skill Produces:** A quantity of grain is converted into flour or meal suitable for baking and cooking.

## MINING/ TUNNELING

**Attributes:** Strength, Agility **Rating:** 13  
**Start Bonus:** 8d6% **Restrictions:** Forest Avian  
**Modifiers:** See Below **Learn Time:** 52 Hours

**Description:** The ability to extract stone from a quarry or metal ore from a mine while moving large quantities of earth. Mining/Tunneling also provides the "how to" of creating tunnels and shoring up tunnel walls.

**Skill Produces:** If excavating, a quantity of stone suitable for the Stone Masonry skill or a quantity of metal ore suitable for Smithy is mined. If creating a tunnel, a solid tunnel segment is constructed.

**Notes:** Tunnels that have been poorly made or are neglected may collapse at the Game Master's discretion. Civilized Dwarves, Dark Dwarves and Dark Elves each receive a +20% bonus to Mining/Tunneling.

## OVERSEER/ MANAGER

**Attributes:** Wisdom, Charm **Rating:** 13  
**Start Bonus:** 8d6% **Restrictions:** None  
**Modifiers:** +5% Gray Elf **Learn Time:** 52 Hours

**Description:** The ability to organize and orchestrate factions or work intensive projects in a socioeconomic group.

**Skill Produces:** Better results from laborers are produced in difficult political or time constrained situations, resulting in a +10% Morale within the work force. A failed management attempt results in -10% reduction in both work and Morale.

## PAGE

**Attributes:** Agility, Knowledge **Rating:** 12  
**Start Bonus:** 8d6% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 48 Hours

**Description:** The ability to serve a political body or institution by memorizing all of its duties and requirements and performing them in an efficient manner.

**Skill Produces:** Required tasks for the institution are gracefully and promptly completed.

**Note:** Some academies of Knights require a candidate to serve as a Page and then a Squire before being allowed becoming a Knight. Page provides a +10% bonus to Etiquette.

## PAINTING

**Attributes:** Agility, Intelligence **Rating:** 15  
**Start Bonus:** 4d10% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 60 Hours

**Description:** The ability to create portraits of people or places (real or imagined) with paint, brush and a woven material (such as canvas).

**Skill Produces:** The desired representation of the people or place is created.

## PAVING/ ROAD BUILDING

**Attributes:** Vitality, Knowledge **Rating:** 13  
**Start Bonus:** 8d6% **Restrictions:** None  
**Modifiers:** +5% Civilized Dwarf **Learn Time:** 52 Hours

**Description:** The ability to pave or repair cleared roads or paths using materials such as gravel, bricks and stone blocks.

**Skill Produces:** A section of road is improved from dirt ditches to a level road covered by gravel, brick or stone blocks.

**Notes:** A Paving/Road Building skill roll is needed for each 10,000 square feet of road created.

## PERFUME/ SCENT MAKING

**Attributes:** Intelligence, Knowledge **Rating:** 13  
**Start Bonus:** 8d6% **Restrictions:** None  
**Modifiers:** +15% Elves **Learn Time:** 52 Hours

**Description:** The ability to produce scented oils, liquid, powders or potpourris.

**Skill Produces:** A number of gathered scented herbs are ground and combined together with a transfer agent (such as oil or water) to produce a perfume or potpourri. Physically offensive scents can be created and cause those applied with the concoction to make a Vitality save once per 10 seconds, or suffer -2 to hit and to damage and -10% to further physical saves for the period of 1 hour.

**Notes:** Herb Lore provides a +10% bonus to Perfume/Scent Making.

## PHILOSOPHY

**Attributes:** Wisdom, Knowledge **Rating:** 18  
**Start Bonus:** 6d6% **Restrictions:** None  
**Modifiers:** +5% Gray Elf **Learn Time:** 72 Hours

**Description:** The ability to rationalize and postulate a model of how the mental universe works.

**Skill Produces:** The ability to comprehend, postulate or articulate the truths and principles of an individual or society.

**Notes:** Philosophy provides a +20% bonus to the skills Detect Alignment and Truth Tell.

## PHYSIOLOGY

**Attributes:** Intelligence, Knowledge **Rating:** 14  
**Start Bonus:** 4d10% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 60 Hours

**Description:** The science of studying parts of the body (muscles, bones, organs), their functions and where they are located in a living organism.

**Skill Produces:** The location, function or identification of an organism part is known.



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**Notes:** The base rating of this skill represents the physiology of a humanoid. Races or beings of a different physiology will have a rating defined by the GM. Physiology provides a +10% bonus to the Butcher, Chirurgeon, Leeching and Torturing skills.

## POLITICS

**Attributes:** Knowledge, Charm  
**Start Bonus:** 4d10%  
**Modifiers:** None  
**Rating:** 14  
**Restrictions:** None  
**Learn Time:** 56 Hours

**Description:** The art of conducting governmental affairs such as proposing and changing laws on a day to day basis.

**Skill Produces:** Provides knowledge of government affairs and how they impact the day to day lives of the general population.

**Notes:** Practitioners of Politics receive a +10% bonus if Diplomacy is known as well. In situations where the GM permits, Politics may be used as the chance a character has of getting elected to a government office.

## POTTERY MAKING

**Attributes:** Agility, Intelligence  
**Start Bonus:** 5d10%  
**Modifiers:** None  
**Rating:** 10  
**Restrictions:** None  
**Learn Time:** 40 Hours

**Description:** The skill of determining origin, value and composition as well as creating and repairing ceramic goods made of earthenware and stoneware.

**Skill Produces:** A well-made ceramic item (such as a bowl, plate or urn) is created or repaired (a kiln is required to fire ceramic). The origin, composition and value of an inspected ceramic item are known.

**Notes:** Painting can be combined with this skill to produce a visually stimulating ceramic item.

## PROSPECTING

**Attributes:** Wisdom, Knowledge  
**Start Bonus:** 4d10%  
**Modifiers:** +15% Dwarves  
**Rating:** 16  
**Restrictions:** None  
**Learn Time:** 64 Hours

**Description:** The ability to use geographic and geologic information to identify an area where ore, minerals or other precious materials may be found.

**Skill Produces:** Valuable mineral or ore deposits are located.

**Notes:** Prospecting requires an on-site examination of a location before a skill roll is made. For each week an examination of an area is made, the rating of this skill drops by one (four weeks maximum). Once minerals or ore are located at a site, Mining/Tunneling is needed to remove the deposits.

## PULPER

**Attributes:** Intelligence, Knowledge  
**Start Bonus:** 8d6%  
**Modifiers:** None  
**Rating:** 12  
**Restrictions:** None  
**Learn Time:** 48 Hours

**Description:** The ability to use straw, rags, wood or other fibrous material to create paper. The process takes several days to complete.

**Skill Produces:** A quantity of paper suitable for inscribing upon is created.

## RECITE POETRY

**Attributes:** Intelligence, Charm  
**Start Bonus:** 4d10%  
**Modifiers:** +5% High Elf  
**Rating:** 14  
**Restrictions:** None  
**Learn Time:** 56 Hours

**Description:** The ability to read and recite a non-magical poem or verse in a pleasing fashion.

**Skill Produces:** Entertainment in the form of the spoken words of a poem.

**Notes:** A Recite Poetry skill roll is required to learn a new poem and determine the success of the reciting known poems. A practitioner may know up to 3 poems per point of Knowledge.

## RIDING

**Attributes:** Agility, Will Force  
**Start Bonus:** 5d10%  
**Modifiers:** None  
**Rating:** 10  
**Restrictions:** No Centaurs  
**Learn Time:** 40 Hours

**Description:** The ability to correctly apply riding tack (saddle, saddle blanket, bridle, saddlebags) to a riding beast and to stay on the back of the beast under strained conditions.

**Skill Produces:** Given tack and a riding beast, the animal will be properly equipped to support a rider. For strained riding conditions (such as when a horse rears up), Riding provides the ability to stay on the animal.

**Notes:** The GM may call for modifiers based on a particular situation.

## ROPE MAKING

**Attributes:** Agility, Intelligence  
**Start Bonus:** 8d6%  
**Modifiers:** See below  
**Rating:** 12  
**Restrictions:** None  
**Learn Time:** 48 Hours

**Description:** The ability to create sturdy rope out of braided strands of flax, hemp, silk or wire.

**Skill Produces:** A quantity of rope composed of the raw materials used is created.

**Notes:** Barbaric Humans and Wood Elves each receive a +10% bonus to Rope Making.

## ROPE USE

**Attributes:** Agility, Intelligence  
**Start Bonus:** 5d10%  
**Modifiers:** None  
**Rating:** 10  
**Restrictions:** None  
**Learn Time:** 40 Hours

**Description:** Practitioners of this skill are knowledgeable of various aspects of rope and knots: material strengths, load limits, and how certain knots modify those values.

**Skill Produces:** The desired result is accomplished: rope is spliced, knots are tied, nooses are coiled and lariats are created.

**Notes:** Knot tying may be attempted one handed at a -30% modifier to this skill. Cage Making, Sail and Set Trap receive a +10% modifier when Rope Use is used in conjunction with these skills. Rope Use provides a +20% bonus to Rope Making.

## ROWING

**Attributes:** Strength, Vitality  
**Start Bonus:** 5d10%  
**Modifiers:** None  
**Rating:** 8  
**Restrictions:** None  
**Learn Time:** 32 Hours

**Description:** The ability to use an oar to row a boat alone or in harmony with others in an efficient manner.  
**Skill Produces:** Propulsion of a water craft.  
**Notes:** The rower only needs to make a Rowing skill roll under difficult circumstances.

## RUNNING

**Attributes:** Agility, Vitality  
**Start Bonus:** 10d6%  
**Modifiers:** See below  
**Rating:** 6  
**Restrictions:** None  
**Learn Time:** 24 Hours

**Description:** The ability to jog or run at a sustained pace over long distances.  
**Skill Produces:** A prolonged, sustained jogging or running movement rate. Once an hour, a Running skill roll is needed to avoid fatigue. After four hours, refer to the fatigue rules. During sustained marches, a Running skill roll may be made rather than a Vitality save.  
**Notes:** The following races receive a bonus to this skill: Centaur +30%, Saurian +20% and Wood Elf, Barbaric Human and Goblin +10%.

## SCHOLAR

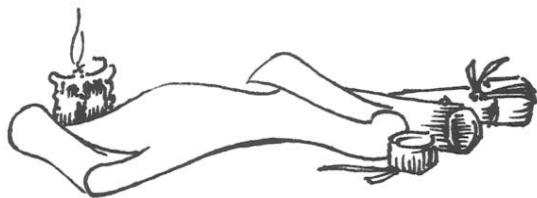
**Attributes:** Knowledge  
**Start Bonus:** 4d10%  
**Modifiers:** None  
**Rating:** 14  
**Restrictions:** None  
**Learn Time:** 56 Hours

**Description:** A Scholar is a student of knowledge, often distinguished for his breadth of knowledge and experience.  
**Skill Produces:** The ability to complete knowledge based problems not already covered by another social skill (such as Mathematics and Engineering).  
**Notes:** Except for this skill, all Knowledge based social skills utilized by the Scholar benefit from a +10% bonus.

## SCRIBING

**Attributes:** Agility, Intelligence  
**Start Bonus:** 4d10%  
**Modifiers:** None  
**Rating:** 14  
**Restrictions:** None  
**Learn Time:** 56 Hours

**Description:** The ability to accurately hand copy the text of a written work.  
**Skill Produces:** An accurate copy of the original written work is produced.  
**Notes:** Drawing/Sketching is required to copy sketches or diagrams and Translating is required to translate text from one language to another. Scribing provides a +5% bonus to Writing.



## SCULPTING

**Attributes:** Agility, Knowledge  
**Start Bonus:** 4d10%  
**Modifiers:** +10% Dark Dwarf  
**Rating:** 16  
**Restrictions:** None  
**Learn Time:** 64 Hours

**Description:** The ability to create intricate three-dimensional works of art out of stone, clay or more exotic substances such as ivory.  
**Skill Produces:** The desired representation of the person or object (real or imagined) is created within the medium chosen.

## SEWING

**Attributes:** Agility  
**Start Bonus:** 5d10%  
**Modifiers:** None  
**Rating:** 8  
**Restrictions:** None  
**Learn Time:** 32 Hours

**Description:** The capacity to sew materials together with fiber or thread, repair woven or thin flexible materials and create intricate designs within cloth.  
**Skill Produces:** A section of cloth joined together by thread or an intricate design within a piece of cloth is created (see Doll Making, Heraldry and Tailoring).  
**Notes:** Sewing provides a +10% bonus to the Doll Making, Heraldry and Tailoring skills.

## SHEPHERDRY

**Attributes:** Knowledge  
**Start Bonus:** 10d6%  
**Modifiers:** None  
**Rating:** 5  
**Restrictions:** None  
**Learn Time:** 20 Hours

**Description:** The ability to use sounds, movement and other animals (such as dogs) to herd, tend and guard roaming livestock such as sheep and cattle.  
**Skill Produces:** Dispersed livestock can be herded into a tightly packed formation. A group of livestock safely traverses an area, including the avoidance of geographic pitfalls and predators.

## SIGNALING

**Attributes:** Knowledge  
**Start Bonus:** 8d6%  
**Modifiers:** None  
**Rating:** 11  
**Restrictions:** None  
**Learn Time:** 44 Hours

**Description:** The ability to use smoke, fire, lighting or flags to communicate in an established non-spoken language over a great distance.  
**Skill Produces:** A well communicated message to others looking for the signal.  
**Notes:** One signaling language is known when the skill is acquired and others may be acquired through instruction.

## SING SONGS

**Attributes:** Charm  
**Start Bonus:** 8d6%  
**Modifiers:** +5% Elves  
**Rating:** 11  
**Restrictions:** None  
**Learn Time:** 44 Hours

**Description:** The ability to read and sing a non-magical song in a pleasing fashion.  
**Skill Produces:** Entertainment in the form of the words of a song.  
**Notes:** Learning new songs requires a successful Sing Songs roll. A singer may know up to 3 songs per point of Knowledge.

## SKINNING/ TANNING

**Attributes:** Agility, Knowledge

**Start Bonus:** 8d6%

**Modifiers:** None

**Rating:** 11

**Restrictions:** None

**Learn Time:** 44 Hours

**Description:** The capability of skinning the hide of an animal and treating it to prevent decay (see Leather Working).

**Skill Produces:** A cleaned animal skin suitable for becoming a refined clothing product.

## SMITHY

**Attributes:** Strength, Agility

**Start Bonus:** 4d10%

**Modifiers:** +20% Dwarves

**Rating:** 15

**Restrictions:** None

**Learn Time:** 60 Hours

**Description:** The ability to remove impurities from raw metal materials by use of applied heat and force. The refined metal from this process is suitable for making and repairing tools, armor and weapons. Any raw metal (including precious metal ore) may be forged.

**Skill Produces:** Goods of a simple geometric design such as horse-shoes and spikes may be created with this skill. See Armoring, Metal Working, Tool Making and Weapon Making to create more complex metal goods.

**Notes:** Armoring, Metal Working, Tool Making and Weapon Making receive a +10% modifier when Smithy is used in conjunction with these skills.

## SOAP MAKING

**Attributes:** Knowledge

**Start Bonus:** 10d6%

**Modifiers:** None

**Rating:** 5

**Restrictions:** None

**Learn Time:** 20 Hours

**Description:** The ability to create soap from natural materials like lye, animal fat and plant fiber.

**Skill Produces:** A quantity of cleansing soap is produced.

## SOLDIERING

**Attributes:** Agility, Will Force

**Start Bonus:** 5d10%

**Modifiers:** None

**Rating:** 10

**Restrictions:** None

**Learn Time:** 40 Hours

**Description:** The capability of following military protocol and completing actions that represent the movements and conduct of a military organization.

**Skill Produces:** A +1 to hit and to damage with one starting weapon. Situations such as addressing a superior officer or passing an inspection will favor the soldier.

**Notes:** The combat bonus to the one starting weapon is lost when Weapon Lore is acquired for that weapon.

## SPINNING

**Attributes:** Agility

**Start Bonus:** 8d6%

**Modifiers:** None

**Rating:** 11

**Restrictions:** None

**Learn Time:** 44 Hours

**Description:** The ability to spin plant or animal fiber into thread, string or yarn.

**Skill Produces:** A quantity of thread, string or yarn is created (see Loom Mastery and Sewing).

## SQUIRE

**Attributes:** Agility, Knowledge

**Start Bonus:** 4d10%

**Modifiers:** None

**Rating:** 14

**Restrictions:** None

**Learn Time:** 56 Hours

**Description:** The ability to serve a single figure within a political body or institution. If this figure is a Knight, duties include the marshaling and handling of his armaments, equipment and standard.

**Skill Produces:** Acquiring this skill provides a +10% bonus to Weapon Knowledge. Required tasks for the individual are gracefully and promptly completed.

**Note:** Some academies of Knights require a candidate to serve as a Page and then a Squire before being allowed becoming a Knight.

## STONE MASONRY

**Attributes:** Strength, Agility

**Start Bonus:** 8d6%

**Modifiers:** +20% Dwarves

**Rating:** 13

**Restrictions:** None

**Learn Time:** 52 Hours

**Description:** The ability to build or repair basic structures made of stone such as a wall or a building without a ceiling.

**Skill Produces:** Repairs to an existing stone structure are made or a new stone structure is created. Combined with Architecture/Engineering, sturdy bridges and multi-level buildings (with ceilings) may be constructed.

## STORE KEEPING

**Attributes:** Knowledge

**Start Bonus:** 8d6%

**Modifiers:** None

**Rating:** 12

**Restrictions:** None

**Learn Time:** 48 Hours

**Description:** The "know how" of organizing and running a small store.

**Skill Produces:** Sufficient inventory is on hand to meet day to day sales. Prices on all items for sale are set at the right price for the area economy.

**Notes:** Store Keeping provides a +10% bonus to Bar/Inn Keeping.

## STORY TELLING

**Attributes:** Wisdom, Charm

**Start Bonus:** 4d10%

**Modifiers:** See below

**Rating:** 14

**Restrictions:** None

**Learn Time:** 56 Hours

**Description:** The ability to create, learn and vocally tell a story (real or imagined) in an entertaining fashion.

**Skill Produces:** Entertainment in the form of a story recited as the storyteller intended.

**Notes:** A storyteller may have up to five stories memorized per Knowledge point. Story Telling provides a +10% bonus to Gossip Mongery and Writing. Centaurs, Elves and Saurians each receive a +10% bonus to Story Telling.

## SUPPLIER

**Attributes:** Wisdom, Knowledge

**Start Bonus:** 8d6%

**Modifiers:** None

**Rating:** 12

**Restrictions:** None

**Learn Time:** 48 Hours

**Description:** The ability to anticipate the need for goods, making quality and quantity decisions for a faction or patron allowing the acquisition of hard to find goods or services.

# social skills

**Skill Produces:** A difficult to find good or service is located and may be acquired if sufficient monetary funds are available.

## SURVEYOR

**Attributes:** Knowledge **Rating:** 14  
**Start Bonus:** 4d10% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 56 Hours

**Description:** The ability to accurately mark and record the measurements of terrain, buildings or other structures.

**Skill Produces:** A map of an area can be modified to include exact measurements between landmarks (such as buildings, large trees and rivers).

**Notes:** Surveyor provides a +5% bonus to Cartography and a +10% bonus to Geology and Prospecting.

## SURVIVAL

**Attributes:** Vitality, Knowledge **Rating:** 8  
**Start Bonus:** 5d10% **Restrictions:** None  
**Modifiers:** See below **Learn Time:** 24 Hours

**Description:** The ability to locate food, water and shelter resources in hostile, adverse or unknown environments.

**Skill Produces:** The skill roll allows the practitioner to understand the terrain he is in, enough to detect likely sources of water, food and shelter. It does not guarantee survival. If the practitioner has the skill Track and animals exist in the terrain type, then rating of Survival is reduced by -4.

**Notes:** Mountain Dwarves and Barbaric Humans are adept at surviving in harsh conditions and receive a +10% bonus. The rating of this skill can vary based on temperature and terrain. For each 25 degree difference from a base of 75 degrees, a +10% modifier is applied to this skill. Appropriate terrain type rating modifiers should be applied using the table below:

Terrain Type	Modifier
Jungle	+10%
Forest	+5%
Plains	+0%
Hills	-5%
Swamp	-10%
Mountains	-15%
Desert	-20%

## SWIMMING

**Attributes:** Agility, Vitality **Rating:** 6  
**Start Bonus:** 10d6% **Restrictions:** No Dwarves  
**Modifiers:** +10% for River Midfolk **Learn Time:** 24 Hours

**Description:** The ability to propel oneself through water using appendages as well as remaining afloat (without assistance) in water.

**Skill Produces:** A water area may be traversed without a water craft and a fatigued swimmer may remain afloat in water.

**Notes:** A fully encumbered being always fails a swim roll unless the encumbering equipment floats. The movement rate for swimming is 1/2 walking speed.

## TAILORING

**Attributes:** Agility, Intelligence **Rating:** 13  
**Start Bonus:** 8d6% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 52 Hours

**Description:** The ability to create and then fit or alter fancy clothing (such as shirts, pants and gloves) to an individual.

**Skill Produces:** The creation, repair or alteration of a clothing article to fit an individual.

**Notes:** Tailoring provides a +10% bonus to Doll Making.

## TATTOO ARTISTRY

**Attributes:** Agility, Knowledge **Rating:** 15  
**Start Bonus:** 4d10% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 60 Hours

**Description:** The ability to use needles and indelible inks to create intricately designed works of art on hairless skin.

**Skill Produces:** The desired representation of a person, place or object (real or imagined) is created.

**Notes:** Tattooing is a painful process and requires a Will Force save or numbing agent to keep still if not strapped down. Colored inks fade (but do not completely disappear) with time and will need to be reapplied every few years. The area tattooed takes 1d4 points of damage that will heal normally.

## TAXIDERMMY

**Attributes:** Agility, Intelligence **Rating:** 14  
**Start Bonus:** 4d10% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 56 Hours

**Description:** The art of preparing and preserving the entirety of an animal as well as stuffing and mounting them in lifelike form.

**Skill Produces:** A properly preserved and mounted stuffed animal.

## THEOLOGY

**Attributes:** Wisdom, Knowledge **Rating:** 18  
**Start Bonus:** 6d6% **Restrictions:** None  
**Modifiers:** +5% Civilized Dwarf **Learn Time:** 68 Hours

**Description:** The ability to understand and postulate a model of how the spiritual universe works.

**Skill Produces:** The ability to comprehend and analyze a theological model of the world, as well as a knowledge of the deities of a setting and their spheres of influence. A +1 Piety Control is gained as a result of this knowledge.

## TIGHTROPE WALKING

**Attributes:** Agility **Rating:** 14  
**Start Bonus:** 4d10% **Restrictions:** No Centaurs  
**Modifiers:** None **Learn Time:** 56 Hours

**Description:** The ability to walk on narrow ledges, beams or ropes.

**Skill Produces:** Heart-pounding entertainment is generated from crossing highly elevated narrow beams, rope or ledges with little more than a toehold.

**Notes:** A Tightrope Walking skill is needed every 10 seconds; movement is reduced to 1/10th normal walking rate. Similar in effect, the skill Balance provides a +10% bonus to Tightrope Walking.



## TOBACCONIST

**Attributes:** Intelligence, Knowledge  
**Start Bonus:** 8d6%  
**Modifiers:** +20% Town Midfolk  
**Rating:** 12  
**Restrictions:** None  
**Learn Time:** 48 Hours

**Description:** The "know how" to prepare certain plants to be smoked, chewed or inhaled.

**Skill Produces:** Allows the skill user to create tobacco products such as pipe tobacco, chew or snuff from raw tobacco-like plants. Allows the tobacconist to blow smoke rings and do other entertaining party smoke tricks.

## TOOL MAKING

**Attributes:** Agility, Knowledge  
**Start Bonus:** 8d6%  
**Modifiers:** +10% Dwarves  
**Rating:** 13  
**Restrictions:** None  
**Learn Time:** 52 Hours

**Description:** Allows a Smithy to take forged metal and create intricate and precise tools. Requires a forge to shape the metal.

**Skill Produces:** Complex metal goods such as locks, keys, lock picks, doorknobs and armoring tools may be created and repaired.

## TORTURING

**Attributes:** Agility, Knowledge  
**Start Bonus:** 4d10%  
**Modifiers:** +20% Dark Elf  
**Rating:** 15  
**Restrictions:** None  
**Learn Time:** 60 Hours

**Description:** The ability to use tools and techniques to inflict excruciating pain in an imprisoned individual without causing death.

**Skill Produces:** A high level of pain within an individual is generated for the purpose of cruelty, revenge or information extraction.

**Notes:** If a Torturing skill roll fails by more than 20%, death may be a result if the victim fails a Will Force save. Practitioners of Torturing receive a +10% bonus for each of the following skills known: Chirurgeon, Leeching and Physiology.

## TRANSLATING

**Attributes:** Knowledge, Charm  
**Start Bonus:** 4d10%  
**Modifiers:** None  
**Rating:** 15  
**Restrictions:** None  
**Learn Time:** 60 Hours

**Description:** The ability to translate written and spoken languages, slang and idioms (including tone and inflection) from one language to another.

**Skill Produces:** Written or spoken words or phrases are accurately translated from one language to another.

**Notes:** Similar to Translating, Language Lore provides a +10% bonus to this skill.

## TUMBLING

**Attributes:** Agility  
**Start Bonus:** 4d10%  
**Modifiers:** None  
**Rating:** 16  
**Restrictions:** None  
**Learn Time:** 64 Hours

**Description:** The talent to fall, roll, jump, spring and catch or support others.

**Skill Produces:** The desired maneuver for entertainment purposes. A skill roll is needed for each maneuver. Failure indicates the tumbler is wobbly, appears unsteady, etc. Dangerous maneuvers are allowed an Agility save to avoid falling, dropping an individual, etc.

## VALET

**Attributes:** Knowledge  
**Start Bonus:** 10d6%  
**Modifiers:** None  
**Rating:** 7  
**Restrictions:** None  
**Learn Time:** 28 Hours

**Description:** The ability to fulfill the basic day to day needs of a male employer.

**Skill Produces:** The day to day needs (such as grooming and errand running) are accurately and promptly completed by the Valet.

## VENTRILOQUISM

**Attributes:** Intelligence, Charm  
**Start Bonus:** 4d10%  
**Modifiers:** None  
**Rating:** 15  
**Restrictions:** None  
**Learn Time:** 60 Hours

**Description:** The ability to speak with little or no lip movement such that speech appears to originate from another location.

**Skill Produces:** Entertainment of the illusion of throwing one's voice nearby (within 1' foot per 20% of the skill's chance) without being noticed.

## WAGON/ CARRIAGE DRIVING

**Attributes:** Agility, Intelligence  
**Start Bonus:** 8d6%  
**Modifiers:** None  
**Rating:** 11  
**Restrictions:** None  
**Learn Time:** 44 Hours

**Description:** The ability to drive a four-wheeled, animal-drawn wagon or carriage.

**Skill Produces:** The precise control of a wagon or carriage in stressful situations, allowing the avoidance of obstacles or outpacing an opponent in the leg of a race.

## WAGON/ CARRIAGE MAKING

**Attributes:** Agility, Knowledge  
**Start Bonus:** 8d6%  
**Modifiers:** None  
**Rating:** 13  
**Restrictions:** None  
**Learn Time:** 52 Hours

**Description:** The ability to produce a four-wheeled, animal-drawn vehicle.

**Skill Produces:** A wagon or carriage is created or repaired. Requires Wood Working, Metal Working and Wheel Wright to produce a new wagon and the appropriate skill to repair a wagon.

## WATER/ WIND POWER

**Attributes:** Intelligence, Knowledge  
**Start Bonus:** 4d10%  
**Modifiers:** +10% Dwarves  
**Rating:** 16  
**Restrictions:** None  
**Learn Time:** 64 Hours

**Description:** The "know how" to harness the power of flowing water to generate mechanical force using a stationary water wheel as well as the knowledge to harness the force of the wind through low efficiency wind mills.

**Skill Produces:** Combined with Wood Working and Architecture/Engineering, a water wheel or windmill may be created or repaired.

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## WEAPON MAKING

**Attributes:** Agility, Knowledge **Rating:** 14  
**Start Bonus:** 4d10% **Restrictions:** None  
**Modifiers:** +10% Dwarves, +5% Elves **Learn Time:** 56 Hours

**Description:** By itself, Weapon Making provides the "know how" to create and repair a multitude of weapons.

**Skill Produces:** Combined with manufacturing skills, various types of weapons may be created and repaired:

- Metal Working is required to take forged metal and shape it into a one-piece simple weapon such as a sword, axe head, arrowhead, spearhead, crossbow bolt.
- Leather Working is required to create leather weapons such as saps and whips and sheaths for blades.
- Wood Working is required to create staves, rods, wooden swords, sword sheaths and spear shafts (see Fletching/Bow Making to create bows).
- Stone Masonry is required to create stone projectiles such as sling bullets and catapult ammunition.
- A combination of Metal Working, Tool Making and Wood Working is required to create a crossbow. With the addition of Engineering, the same combination to create a crossbow is needed to create siege weapons (such as a ballista or catapult).

**Notes:** Up to three weapon designs per Knowledge point may be known. In order to learn how to make a specific weapon, a successful Weapon Making skill must be rolled. Time to create or repair a weapon is dependent on type and circumstance and is therefore left up to the Game Master to define.

## WEAVING

**Attributes:** Agility **Rating:** 11  
**Start Bonus:** 8d6% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 44 Hours

**Description:** The ability to produce basic woven goods (such as a blanket or cloak) with hands and simple tools.

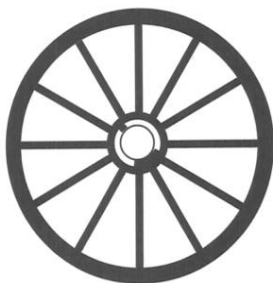
**Skill Produces:** A basic woven product such as a blanket, cloak or painting canvas is created.

## WHEEL WRIGHT

**Attributes:** Agility, Knowledge **Rating:** 13  
**Start Bonus:** 8d6% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 52 Hours

**Description:** The ability to produce and repair perfectly circular wheels and the mechanisms used to keep a wheel in place.

**Skill Produces:** A wooden, metal or composite wheel is created or repaired and correctly attached to a wheel hub or apparatus. Wood Curing is required for wooden or composite wheels.



## WOOD CURING

**Attributes:** Knowledge **Rating:** 14  
**Start Bonus:** 4d10% **Restrictions:** None  
**Modifiers:** +5% Elves, Forest Midfolk **Learn Time:** 56 Hours

**Description:** The ability to prepare lumber to be used in a refined manner for creating wooden objects. Using water, oils, time, pressure, glue and paint the wood curer can change the properties or the condition of wood (such as waterproofing, bending for the curve of a boat's hull, and joining with metal).

**Skill Produces:** The desired result (waterproofing, color change, curvature) occurs with the section of wood cured.

**Notes:** Adding an aesthetic look to a piece of wood using stain or paint may only take several days while waterproofing a large wood section may take multiple weeks and applications. Wood Curing provides a +10% bonus to each of the following skills: Barrel/Keg Making, Boat Wright, Fletching/Bow Making and Wheel Wright.

## WOOD CUTTING

**Attributes:** Agility, Vitality **Rating:** 10  
**Start Bonus:** 5d10% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 40 Hours

**Description:** The ability to use a cutting device (like a saw) to remove branches and bark from a felled tree and cut the tree into lumber-grade wood.

**Skill Produces:** A quantity of lumber suitable for constructing wooden goods and structures (see Wood Working).

## WOOD WORKING

**Attributes:** Agility, Intelligence **Rating:** 13  
**Start Bonus:** 8d6% **Restrictions:** None  
**Modifiers:** +5% Elves **Learn Time:** 52 Hours

**Description:** The ability to put several pieces of wood together to form a finished product of simple geometric shape.

**Skill Produces:** Creates a specific item or structure of wood such as a door, window frame, box, fence, chair, table, bed frame, single-story house, and roof. Combined with Architecture/Engineering, sturdy bridges and multi-level buildings may be constructed. Combined with Armoring and Weapon Making, wooden armor and weapons can be created.

**Notes:** Wood Working provides a +10% bonus to each of the following skills: Boat Wright, Cabinetry, Chariot Making, Furniture Making, Instrument Making and Wagon/Carriage Making.

## WRITING

**Attributes:** Wisdom, Knowledge **Rating:** 15  
**Start Bonus:** 4d10% **Restrictions:** None  
**Modifiers:** None **Learn Time:** 60 Hours

**Description:** Using imagination or knowledge of events, an original written work is created.

**Skill Produces:** One type of written work (story, poem or song) is created as the writer intended.

**Notes:** A writer may know how to proficiently create one type of writing (story, poem or song) per 6 Knowledge points.

## Obtaining Skills Outside One's Class (Learning)

Skills which a character will never acquire from his class table (including social skills) can still be obtained through the method called Learning. If Knowledge slots are available for skills, then a character can learn any skill which is not restricted. All sapient creatures possess this learning ability, represented as the common skill Learn. Unlike other skills, Learn does not have its own skill rating, but is equal to the rating of the skill which the character is attempting to obtain. (Learn is the *base chance*, the same as the common skill chance). Learning can be done on one's own or with a teacher. A teacher is considered anyone who has learned or acquired the skill. If a character learns from a teacher, then the normal learn time (listed in the heading of each skill) is required. If a character attempts to learn a skill on her own, then double the usual learn time is required. Having a teacher greatly improves the character's chance to learn a skill; the Learn chance has a +20% bonus with a teacher. If the teacher possesses and successfully makes an Instruction skill roll, the bonus is +50%. The chance of Learn can be modified by using study aids as well. A library of study material provides a +20% to the chance, while a single volume provides a +10% to the chance. A student may study for no more than 8 hours per day.

After the total learn time has been spent, the student rolls his Learn chance (with modifiers applied) to determine if the skill has been obtained. If successful, the skill has been learned and the starting bonus of the skill is rolled and added to the base skill chance. Otherwise, the process must be repeated (including the amount of time spent) at a +10% to the chance. These 10% bonuses are cumulative, but reset when a success is rolled. Eventually, anyone determined enough can learn a skill. When a skill has been successfully learned, the player adds it to one of the appropriate open slots for that category. Skills chosen from the social skill listing must take up an open social skill slot, but skills chosen from the class/racial skill listing may take up either a class or racial skill slot. If an appropriate slot is not available, the character may be able to transfer slots (see Customizing Character Skills).

Learning Circumstance	Learning Modifier
Self-taught	+0%
With a book	+10%
With a library	+20%
Taught by teacher	+20%
Taught by teacher w/the Instruction skill	+50%
Previous attempts (failures; cumulative)	+10%

**Example:** Filius the Mage wishes to learn the skill Weapon Parry. He has a combined attribute score (Strength and Agility) of 14. The rating of Learn is the same as the Weapon Parry (12), and  $(14 - 12 = 2) \times 5\% = 10\%$  for the Learn chance. He gets Brom the Warrior to teach him, which gives an additional modifier of +20%, raising the chance to 30%. Because he has a teacher, he spends the normal learn time for the skill (48 hours) and then makes a Learn roll. Filius fails the roll, and a frustrat

ed Brom begins the next teaching session. This time, Filius gets a book entitled "The Idiot's Guide to Parrying." He then spends another 48 hours with Brom. This time, the base of 10% has a bonus of +20% from a teacher, +10% for the book, and +10% from one previous attempt, for a total of 50%. This time he makes the roll, (successfully learning the skill) and rolls his starting bonus. He has no racial skill slots available, so he must take up a class slot.

## Improving Learned Skills (Training)

Any skill which has been learned with the above method may only be increased through training. Whereas skill points are added to skills acquired through class advancement, training rolls are made to increase all learned skills. As in learning a new skill, a character can self-train or be trained by a teacher. The character must spend the same amount of time as he would to learn the skill, then make a successful learn roll as described above. All the same modifiers and time requirements apply, with the following variance: each previously successful training success gives a penalty of -5% to the Learn chance (including the first time which the skill was learned). These -5% penalties are cumulative and must be recorded and added to any future Learn rolls. As with learning, each failed attempt adds a +10% chance. The 10% bonuses are cumulative, but are reset when a success is finally rolled. Thus future training sessions become more and more difficult after the student succeeds, but this penalty can never reduce the Learn chance below 5%.

When a successful Learn roll is made, an amount is added to the ability bonus of the existing skill, varied by the training method. If self-taught, 2d4% is added to the skill. If taught by a teacher, 2d4% is added for each full 10% difference which the teacher has above the student. If taught by a teacher who is a successful instructor (with the skill Instruction),  $(2d4+2)\%$  is added for each full 10% difference which the teacher has above the student. A teacher must always exceed the student by 10% or more in the total skill chance. Students training in a skill cannot obtain a higher percentage chance than the total skill chance of the teacher.

Training Circumstance	Skill Bonus
Self-taught	2d4%
Teacher-taught	2d4% per full 10% difference of teacher over student
Teacher w/ Instruction	$(2d4+2)\%$ per full 10% difference of teacher over student

**Example:** Filius learned his Weapon Parry skill, and now has a 22% skill chance. This is pretty pathetic, so he wants to continue training with Brom. He spends the learn time training (48 hours), and makes a Learn roll at the end of the time. He still only has a 10% base chance, but with his teacher (+20%) and book (+10%) he gets 40%. Filius succeeds at his Learn roll. Brom has an 80% Weapon Parry, so there is a difference of 58% in the student and teacher. This gives Filius a  $10d4\%$   $(2d4\% \times 5)$  skill bonus. He rolls a total of 25, bringing his total chance to 47%. In the next training session, his chance goes



# skills

down an automatic 5%, to 35%. He luckily makes the roll, but this time he only gains 6d4% (2d4% x 3) to his chance, because there is now less difference in the chance of the teacher and student. He rolls a total of 13, bringing his total chance up to 60%. Not bad for a Mage. If he ever wishes to train again, he will always be required to subtract 5% for each successful training session, in this case two (-10%) so far.

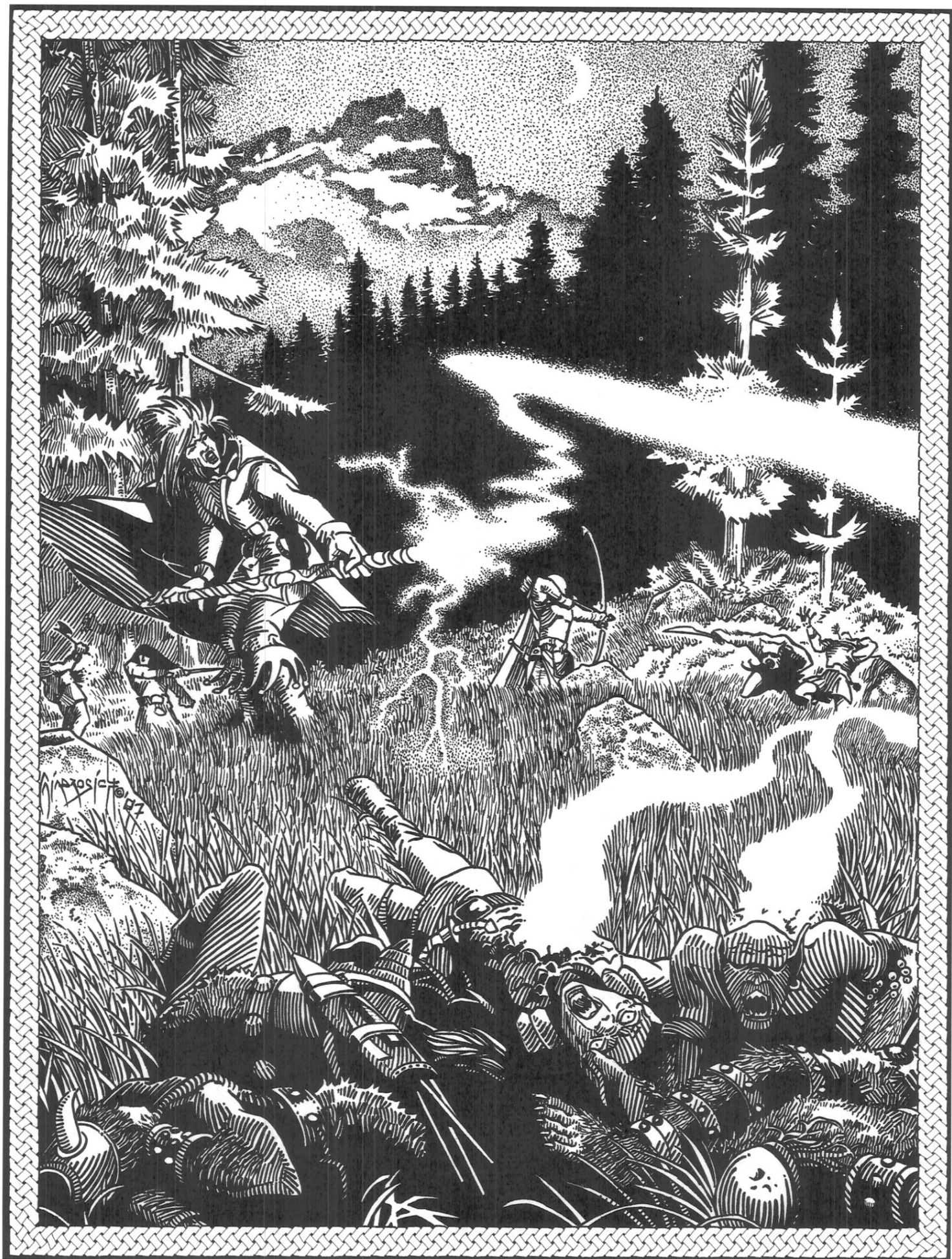
Class skills cannot be raised through the above training method, and are instead increased through experience and skill points. Adventuring is assumed to increase all class skills, as they are all interrelated. However, there will be times when a character may choose to stop adventuring and practice only one specific class skill. In these cases, the character spends the same amount of time training as with a learned skill, but does not roll training dice to improve the skill. Instead, the character is assigned a proportional amount of experience for the training time. The proportional amount is obtained by dividing the total amount of experience necessary to advance to the next Goal by the number of skills given to the class at the current Title. Note that the current amount of experience that the character has is unimportant, as it is the total amount of experience needed to advance from the current Goal to the next being used, not simply the remaining amount that the character needs to become the next Goal (see example). When the character advances in Goal, a proportional amount of skill points must be then assigned to that skill.

**Note:** Training and adventuring can never be done at the same time.

*Example:* A Warrior character has 1464 experience, making her 1st Title, 2nd Goal. She wishes to self-train at her class skill Shield Parry. She must spend double the learn time (36 hours x 2 = 72 hours), and at the end of that time she makes her Learn roll. The rating for Learn is the same as Shield Parry (10). Her combined attributes score (Strength and Agility) is 19; so her Learn chance is  $(19 - 10 = 9) \times 5\% = 45\%$ . The Warrior class has four skills at 1st Title, and needs 500 experience for Goal advancement. Thus,  $500/4 = 125$  experience points awarded to the character for that training session. 17 skill points are awarded upon Goal advancement, so the character then sets aside  $17/4 = 5$  (rounded up) skill points that must be added to Shield Parry upon Goal advancement.







## Combat Overview

Combat is broken into a series of five sequential stages: Sighting, Surprise, Initiative, The Combat Round, and Resolution.

### Sighting

An attacker must see or sense his opponent in order to initiate combat.

### Surprise

If a character sights an opponent without himself being seen, he may gain surprise. Surprisers gain time to act while their opponents are unable to respond.

### Initiative

During Initiative players make die rolls to determine in what order they may begin taking action.

### The Combat Round

The combat round is the stage during which the actual fighting occurs. Missile weapons are fired, and opponents begin moving towards one another to engage in melee combat. Dice rolls are made to determine the outcome of weapon attacks and defenses between opponents. The combat round is 10 seconds long. Actions taken during a combat round require time, called event times. Event times add together consecutively until the character has spent the total seconds allotted him for the round. A character will not always be fighting every second; some time may be spent getting weapons, moving, or even wasted doing nothing.

### Resolution

At the end of the combat round, the status of a character and any detrimental effects caused by his wounds are checked. During Resolution, characters and opponents may be eliminated from further action for various reasons, including physical damage, shock and all manner of other injuries. Combats that are drawn out for extended rounds may involve fatigue, addressed during this stage.

After Resolution, if there are still hostile opponents, combat returns to the Initiative stage and continues.

*Rules Expansion:* Throughout this section are certain rules found in gray boxes with the italicized words, "Rules Expansion". These rules go into deeper detail about previous rules and are intended for use by the more experienced player. These rules can be applied as soon as players feel comfortable with the general combat rules. Waiting to use these rules allows players to keep their combats from getting bogged down with details which may initially only add confusion. The new Imagine player can even avoid reading these rules until such time as he feels ready to add more detail and realism to combat.





## The Stages of Combat

### Sighting

As soon as one opponent is aware of another, combat can begin. Sighting does not have to be visual. Any senses can be used, such as Life Sense or even smell. Sometimes only one opponent can see or sense the other, in which case the combat round will still begin, but the being who has sighted his unaware opponent may gain surprise.

### Surprise

If an attacker sights an opponent without that opponent being aware of him, he may be able to gain surprise. Surprise cannot occur if the opponent is already aware of the attacker in any way. If the attacker gains surprise, he will get 1d4 +1 free seconds of unanswered action against the surprised opponent. This allows the surpriser time to begin attacking before Initiative is rolled and the combat round has begun. After he has used his free seconds he then moves on to roll Initiative with everyone else and begin the actual combat round. An attacker can surprise an opponent in the middle of a combat round as well. In this case, the surpriser still gains the same amount of free time, during which the surprised opponent may take no action against the surpriser. However, the surprised victim may still interact normally with other combatants. The surpriser will not have to make an initiative roll until the start of the following combat round. The base chance of successfully surprising an opponent is based on Agility and modified by various conditions, as illustrated in the tables on the opposite page.

### Initiative

During this stage it is determined who may act first, and when each individual combatant may begin moving. Because people are not purely machines, they may hesitate in reacting to events happening around them. Reaction time is what initiative simulates. Initiative can be rolled for individuals against individuals, groups against groups, or individuals against groups. In all cases, a 10 sided die is rolled and the best modifier from either Agility or Intelligence is used (see Attributes). Other factors can modify the roll, such as weight carried, fatigue, and armor worn. The number produced represents on which second in the 10 second round the character can react (the lower the better). Negative numbers are only used to assess the order of combatants in the 1st second of the round. Combatants never begin sooner than the 1st second, as there are no negative seconds (no -3rd or -5th seconds, etc.). The highest Agility rating goes first in the event of a tie roll. If Agility ratings are tied, then the highest Intelligence rating goes first. The combatant who has the lowest modified initiative roll can begin acting immediately, or she can use her advantage to force opponents to state their actions first (in order to react appropriately). In such cases, the character who won the initiative roll is not actually spending

any seconds waiting, she is simply not being penalized by stating her action before another player or opponent. A character does not have to start acting at her initiative speed, however, and can opt to wait (called holding action).

Characters who get low enough initiative rolls will be allotted the full 10 seconds of regular action. Those who start on a second later in the round than the first lose all previous seconds and can do nothing during them. Lost seconds in a combat round can make all the difference between living or dying. The tables on the opposite page suggest details for what happens during these seconds.

### Carry-Over

Characters who were unable to act in the current round due to an extremely high initiative, or characters who are in the middle of an action at the end of the round can elect to carry over the action into the next round. No initiative is rolled for that character until the action is finished. A new initiative is rolled at the point when the character finishes the action, and is added to his last second. For example, a character swings a great sword starting in the 7th second of round 1. It takes him 6 seconds to swing; he elects to carry over. On the 2nd second in round 2, he rolls to hit. He then immediately rolls initiative. He rolls a 3, and adds this to the 2 seconds carry-over time, and thus must wait until the 5th second to begin his next action. Negative initiative rolls do not subtract.

## The Combat Round

After the order of attackers has been determined the actual combat round begins. If an attacker is not close to his opponent he will either begin firing missile weapons or begin moving to engage him. Attackers who have engaged with opponents may initiate melee combat. During missile and melee combat, players roll a 20 sided die to determine if their character's attacks hit their opponents. Characters may use combat skills, such as Shield Parry and Weapon Parry, to avoid being struck by these blows. All of these actions have event times which add together and advance the character through the 10 second combat round. As the player declares his character's actions and moves, the Game Master will let the player know how much event time that character has used in the round, and thus how many seconds he has left for further actions. The Master's Manual lists the event times for many different actions. No event can ever take less than one second for combat purposes. There are two primary types of action during the combat round: movement/engagement and attack/defend.



# Surprise

## Surprise Bonuses

If the surpriser is successful, give the following bonuses:

+4 to hit, +6 to Damage

1d4+1 seconds of unanswered attack and action.

Additionally, total damage is doubled if a successful roll is made for the skill Surprise Attack (see Skills).

## Surprise Modifiers

Condition	Modifier
Victim(s) Agility 29-30	-80%
Victim(s) Agility 27-28	-70%
Victim(s) Agility 25-26	-60%
Victim(s) Agility 23-24	-50%
Victim(s) rolls Danger Knowledge	-50%
Victim(s) Agility 21-22	-40%
Victim(s) Agility 19-20	-30%
Victim has Enhanced Sight cast on him	-30%
Surpriser is in metal armor <sup>1</sup>	-30%
Victim(s) has heightened smell	-20%
Victim(s) Agility 17-18	-20%
Victim(s) Elf/ Midfolk <sup>2</sup>	-10%
Victim(s) Agility 15-16	-10%
Per full foot over 6 feet <sup>3</sup>	-10%
Per person in surprising group <sup>4</sup>	-5%
Surpriser is less than 3' tall <sup>3</sup>	+10%
Victim(s) back(s) turned to surpriser	+20%
Surpriser is silenced	+20%
Victim(s) unaware of possible attack	+25%
Victim is distracted	+30%
Victim is casting or invoking	+30%
Surpriser has the spell Tumble on him	+30%
Surpriser is above the head of victim	+30%
Surpriser is concealed <sup>3</sup>	+30%
Surpriser has Surprise Attack skill	+50%
Surpriser is invisible	+50%
Victim is deaf	+50%
Victim is blind	+50%

## Surprise Base

Agility	Base
0	None
1-2	-40%
3-4	-30%
5-6	-20%
7-8	-10%
9-10	0
11-12	10%
13-14	20%
15-16	30%
17-18	40%
19-20	50%
21-22	60%
23-24	70%
25-26	80%
27-28	90%
29-30	100%

<sup>1</sup> Doesn't apply if the attacker is magically silenced.

<sup>2</sup> Applies only in forested terrain and when attackers are not silenced.

<sup>3</sup> Doesn't apply if the attacker is invisible.

<sup>4</sup> Doesn't apply to individuals that are either not moving, invisible, or silenced.

## Initiative

### Agility

Seconds Lost	Reason
1-2	Adjust weapon grip or posture.
3-4	Clothing or armor adjustment; adjust footing due to bad step.
5-6	Loose footing, eye obstruction (sweat, blood, etc.)
7-8	Dizzy, slipped.
9-10	Strained or pulled muscle.

### Intelligence

Seconds Lost	Reason
1-2	Anticipated opponent incorrectly.
3-4	Confused by opponents actions.
5-6	Befuddled by opponent.
7-8	Reconsidered course of action.
9-10	Stunned; struck dumb.

## Group Initiative

A group of individuals can attempt a group surprise against their opponent(s). If they try as a group to surprise their opponents and fail, then they fail as a group and all the opponents are alerted, causing everyone to roll for initiative. Most Game Master controlled opponents, and some player parties, may elect to attack or defend as a group with a single initiative roll. For purposes of group initiative, the average Agility of the group is used as a modifier to the initiative roll. The number produced is never lower than one or above 10. If a group has elected to combine initiative, then they are working as a unit, reacting in a coordinated effort with their fellows. Thus all members of a group begin actions at the same time. This method is generally used for simplicity, but it may be used to cause slower members in the party to act more quickly. Under the following conditions, a group may not roll initiative as a group, as it is considered disorganized:

- 1) The identified leader of a group dies.
- 2) A group member that is separated visually by more than 30' from another group member no longer rolls initiative with that group.
- 3) More than half the individuals are no longer part of the group through death, fleeing, or visual separation as described in 2 above.
- 4) More than half of the individuals have failed a morale check, even if they haven't fled (does not apply to players' characters).



## Movement/Engagement

### Movement

All character's have a minimum of three types of movement (outlined in the Characteristics section). These are walking, jogging, and running. When a character begins in a stationary position and wishes to get up to running speed, he must spend one second moving at his walking speed, one second moving at his jogging speed, and one second moving at his running speed to be considered at a full run. He may then continue on at this pace until he wishes to change speed, or suffers from fatigue. Thus, it takes a character three seconds of event time to get to running speed. Of course, if the character was already walking, he may spend one second of jogging and one second of running to get to full speed. In each of these seconds spent moving, the character is considered to be covering the full distance listed in the "1 second" column of the movement tables (see Characteristics). Movement, though it takes time, may overlap with other combat actions. A character may attack normally while moving, limited by his engagement form.

Characters who are at a full run may not simply stop on a dime. A character must spend one second slowing down at jogging speed, then one second slowing down at walking speed before he can stop. Thus it takes two seconds of event time to stop from a full run. In each of these seconds spent moving, he also covers the entire distance of his one second movement rate for walking and jogging speeds. Thus, a character who builds momentum may have a hard time slowing down, and often flies crashing into his opponent. Especially agile characters may have a chance to slow down at a faster rate than in the method above. To abruptly change from running speed to walking speed in one second (1/2 the normal time) requires an Agility save at 1/4 value for bipedal creatures, and 1/2 value for quadrupeds, as their additional set of legs can assist in the maneuver. Failed saves indicate that the character has fallen or tripped. When Agility saves have been failed, the character can try and make an appropriate skill roll (with the same modifiers as the Agility save) to avoid falling. Such skills would include Acrobatics, Balance, Horsemanship (quadrupeds) and Martial Knowledge.

### Engagement

When two opponents come within 10' of each other, they they meet in what is called "the point of engagement". As most fights begin with the opponents further than 10' apart, the enemies must first begin moving in order to engage. Each combatant must then choose how he will meet his opponent, by choosing a form of engagement. Opponents that are engaged may move anywhere within a 10' radius circle of their opponent and still be considered engaged.

When two opponents engage, the one with the longer reach will determine who strikes first. This can be simply determined by which weapon is the longest; in the event of a tie, the taller

opponent wins. An opponent may choose to use his longer reach to strike an opponent first, or he may wish to parry the blow of an attacker. To represent the way in which opponents meet one another, a player must choose one from several forms of engagement styles, each with its own advantage (listed below). The character may also wish to know information about his opponent at or before the time of engagement, called sizing up.

### Sizing up

Before committing to a course of action or a form of engagement, combatants will often size up their opponent, looking for noticeable traits and characteristics. Obvious characteristics such as, "the opponent is large enough to block the shine of the sun," or, "he is wielding a bastard sword," should be automatically conveyed by the GM to the player. Players can choose to delay their initial engagement actions to ask their GM questions about an opponent's noticeable characteristics, such as "What armor is he wearing? What weapons is he carrying? What sort of fighting stance has he taken?" Each question a player asks and gets a response to regarding a being's noticeable characteristics takes one second of action. Additionally, if the player asks the GM to elaborate on his opponent, at his discretion the GM may provide information on obscured characteristics such as, "he has beady red eyes," or "she is wearing a silver holy symbol," or even, "he is wearing chain under his plate mail armor." A difficult to see characteristic should only be elaborated on once the player has spent two seconds and has successfully made a Perception roll.

### Standard Engagement

This form of engagement is the most common style with which opponents meet. Though it offers no bonuses to attacking or defending, it allows for the character to perform both, thus being able to attack or parry, depending upon the circumstances. Often characters will use standard engagement to parry an opponent's blow with a shield or weapon in one hand while attacking with a weapon in the other. The player is allowed to ask basic questions about the armor of his opponent and other information which he could easily see. A character may not choose this form if he is at running speed.

### Furious Attack

In this form of engagement, the character wishes to attack the opponent as fiercely and aggressively as possible. This is different from the skill Berserking; however, a character can use furious attack while in a berserked state. While using this engagement form, the character is considered to be throwing his weight into blows and aggressively going for every opening he can find with little regard for his own defense. To represent this, furious attackers are afforded +2 to hit rolls and +2 to damage rolls; however, they are easier to hit, and suffer +4 penalty to their defensive adjustment and may use no defensive skills, such as Shield Parry or Weapon Parry. In addition, they are so focused on their opponent that they must continue to attack the

## Movement

### Charging

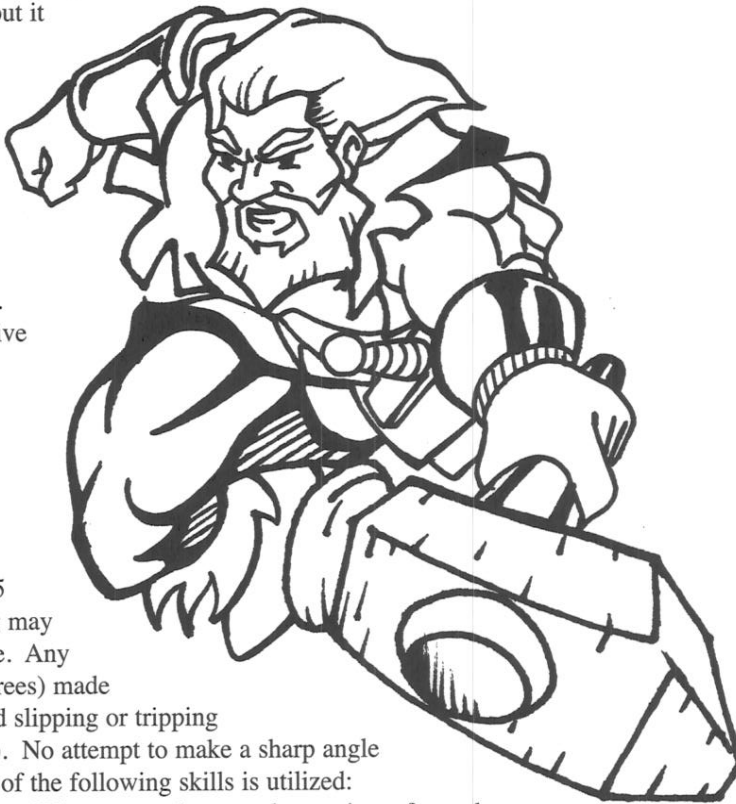
Charging speed is 10 feet per second. Charging gives great bonuses to the attacker (+2 to hit, x2 damage), but it can be dangerous as well (chargers also suffer a penalty of +2 to their defensive adjustment, making them easier to hit).

### Diving

Diving speed is 30 feet per second or greater, and affords a bonus of +3 to hit and x3 damage (multiplied after all modifiers have been added). A penalty of +3 is added to the attackers defensive modifier.

### Combat Maneuvering

When jogging or running through a battlefield, opportunities arise where the direction of travel must be changed quickly and abruptly without losing rhythm. Any gradual turns requiring a 45 degree or less change in direction while jogging may be made without risk and impact to combat time. Any sharp angle turns (considered to be over 45 degrees) made while jogging require a 1/2 Agility save to avoid slipping or tripping (quadrupeds require only a regular Agility save). No attempt to make a sharp angle turn while running can be attempted unless one of the following skills is utilized: Acrobatics, Horsemanship or Martial Knowledge. Whenever a sharp angle turn is performed, one second of combat time is used to accomplish the maneuver (the pivot occurs halfway through the second). Common sense should be used, as some movements are impossible, such as bipeds performing 90 degree turns at full speed. The Game Master can use the above as guidelines to decide what movements are reasonable and what are not. The table below summarizes movement:



**Combat Maneuvering Table**

Maneuvers in one second	Number of Legs:			
	2	4	6	8+
Change from walking to jogging	no save required	no save required	no save required	no save required
Change from jogging to running	no save required	no save required	no save required	no save required
Change from running to jogging	no save required	no save required	no save required	no save required
Change from jogging to walking	no save required	no save required	no save required	no save required
Change from running to walking	1/4 Agility save	1/2 Agility save	3/4 Agility save	Agility save
Change from jogging to a stop	1/2 Agility save	3/4 Agility save	Agility save	no save required
Sharp turn while running <sup>1</sup>	<sup>2</sup>	<sup>2</sup>	1/2 Agility save	Agility save
Sharp turn while jogging <sup>1</sup>	1/2 Agility save	Agility save	no save required	no save required

<sup>1</sup>Sharp turns are considered to be over 45 degrees.

<sup>2</sup>May only be attempted with an appropriate skill, such as Acrobatics, Horsemanship or Martial Knowledge.

same opponent until the end of the current combat round, or until the opponent is incapacitated. After resolution, they may choose a new opponent, or a new form of engagement. Since they can only technically be engaged with this one opponent, the action taken against all other opponents is called disregarding, and is a sub form of engagement (see disregard.)

When using this furious attack, no additional information is gained by the player other than the most obvious characteristics, such as his race, general appearance of his weapon, or what color his tunic is. The furious attacker never takes the time to examine armor in a specific area, or just who's symbol is upon the blue tunic. Characters choosing furious attack may not move backwards or retreat, but must continue to try and press forward at their opponents.

## Desperate Defense

When a character finds himself pressed by multiple opponents, or simply overwhelmed by a powerful one, he may wish to choose desperate defense. The character chooses a defensive posture and uses his weapons in a variety of ways so as to try to keep his attackers at bay. No offensive action may be taken, but the defender gains an additional -4 to his defensive adjustment, and a +20% bonus to any defensive combat skills, such as all types of parry skills, Dodge, Feint, etc. The defender may gain any information about his attackers and ask any questions he wishes, except when in the actual act of parrying. The opponent must continue this engagement form until the end of the round, or until he has become disengaged with all opponents. The opponent may only choose this form when stopped or moving backwards, and may not advance on his opponents if they back up.

## Move Through

Move through is a special type of engagement used when a combatant meets his opponent at charging speed (10' per second). The character has so much momentum at this point, that he must either run by his opponent or into him. This maneuver can lead to heavy impact blows and spectacular crashes. There are two types of move through: the move by, and the move into.

**Move By:** The character meets his opponent at charging speed, choosing to take a single attack as he moves or rides by. Thus he engages for a moment, then disengages as he moves further away than 10' from his opponent (unless his opponent tries to get in the way). Only one attack or defense can be allowed from either opponent for each hand in the second when the two meet, and the event times must be timed exactly. When the attacker runs by he gets the charging bonuses and thus gets +2 to hit, x2 to his total damage (after all bonuses), and a penalty of +2 to defensive adjustment. However, in a move by the attacker does not add his normal weight damage bonus into this total. If an opponent has the skill Sweep, then he may attempt to hit several opponents standing beside one another. Otherwise, he must spend the proper event time for his weapon to

draw it back and swing again before he can move by a second opponent.

**Move Into:** Also known as a body check, the character attacks his opponent at charging speed, then simply runs directly into (and sometimes over) him. In this case, the attacker has the usual modifiers for charging, and also gets to add his weight bonus into the total damage for the attack. If the attack is successful, then the outcome of the body check must be determined (no body check occurs if the attack fails). If the opponent wishes to move out of the way, a contest of the attacker's Strength vs. the opponent's Agility occurs (see Attributes). In addition, for every 50 pounds of difference between the attacker and the defender, a -5% penalty is applied to the outcome of the lighter opponent. If the defender wins, he evades successfully, and the attacker must make an Agility save or be off balance (losing 1d4+1 seconds and defensive modifier for that time). If he does not fall, he continues on safely as if in a move by.

If the attacker wins, he succeeds in plowing into the opponent. The attacker will do 1d10 points of damage to the upper torso for every 50 lbs. of weight he has above his opponent.

*Example:* Orgo the Dwarf runs toward a Goblin who is hacking away at his friend on the ground. Orgo chooses to do a Move Into. He makes his swing, whacking the Goblin on the head and doing double damage. In addition, he body checks the Goblin, requiring a contest of Strength vs. Agility. Orgo has an 18 Strength (90% save), and rolls a 54, making his roll by 36%. The Goblin has a 16 Agility (80% save), and rolls a 30, making his save by 50%. However, Orgo gets a +10% bonus because his Strength is two points more than his opponent's Agility (see contest of attributes in the Attributes section); thus he has a modified total of 46%. Orgo weighs 250 pounds, and his opponent is scrawny for Goblin, weighing only 150 pounds. A -10% penalty is applied to the Goblin's outcome, modifying it to 40%. Orgo wins the contest; 46% beats out 40%. Successful contact has been made. The Goblin will now take 2d10 points of damage to the upper torso from the force of the blow in addition to the weapon damage, as well as be knocked to the ground.

Note that in some cases, strong or heavy opponents may simply wish to stand their ground and take the body check. In such cases, instead of a contest between the attacker's Strength and the defender's Agility, the contest is between both opponents' Strength, modified by 5% for every 50 pounds of weight difference as above. The loser of this contest must make an Agility save or fall down. In any case, when a character using a move into successfully hits an opponent, either may continue fighting with weapons or attempt to grapple with the other (see grappling).



## Engagement

### Flying Move Through

The move through and its variations can be done while flying instead of running. All normal modifiers and rules apply as in a move through, with the following differences: A -30% Agility save is required to avoid crashing into the ground and receiving falling damage. Falling damage is treated as if falling from a height of 60 feet (see Master's Manual for falling damage). The falling damage is x2 when diving. If the flyer gets to diving speed, he gains all the appropriate bonuses.

### Flying Move Into

In a flying move into (a very dangerous attack for both opponents) the flying attacker automatically takes falling damage as above. Diving speed gives all relevant bonuses.

### Disregard

When a combatant comes within 10' of an opponent, he must choose some form of engagement. He may simply not care about this opponent, because he is so focused on another (as in furious attack), or because the opponent is not considered a threat (such as a peasant attacking a dragon with his sap). Disregarding means that the character is oblivious or uninterested in that opponent, and can take no actions against him.

The following table summarizes engagement:

**Engagement Table**

Form	Modifiers	Duration	Movement	Information
Standard	None	None	Non-running	Normal questions
Furious Attack	+2 to hit, +2 to dam. +4 to defensive adj.	Entire round, or opponent is incapacitated	Any	Movement
Desperate Defense	-4 to defensive adj. +20% to defensive skills.	Entire round, or until disengaged with attackers	Any non-running speed retreat	Movement
Move By	No weight bonus to weapon damage; x2 damage, +2 to hit, +2 to defense adj.	Until disengaged	Charging or diving speed	Movement
Move Into	x2 damage, +2 to hit, +2 to defense adj. 1d10 damage per 50 lbs. over opponent's weight.	Moment of Impact	Charging or diving speed	Movement
Flying Move By	No weight bonus to weapon damage; x3 damage, +3 to hit, +3 to defense adj. Agility save at -30% to avoid crashing.	Until disengaged	Diving speed	Movement
Flying Move Into	x3 damage, +3 to hit, +3 to defense adj. 1d10 damage per 50 lbs. over opponent's weight. Agility save at -30% to avoid crashing.	Moment of Impact	Diving speed	Movement

**Rules Expansion for Reach:** For a more accurate way to determine who strikes first, reach is determined by taking 1/3 of the combatant's height and adding it to his weapon length. The greater of these numbers determines who strikes first.



## Attack/Defend

### Attack Skill and Rolling to Hit

There are two primary types of weapons: missile and melee. Melee weapons inflict damage while being held in the attacker's hand, while missile weapons do damage by being hurled or by firing a projectile. As soon as a melee weapon is thrown, it is considered a missile weapon. Whichever type weapon is being used, players should always describe exactly how their character is using it. Sometimes this is obvious; however, some weapons can be used in multiple ways. Longswords can be used to cut or thrust, while hammers can be thrown or used to smash opponents. The type of attack will be important later when damage is being assessed against a target. All types of weapons have their own event times, called weapon speeds. These can be found listed with the weapon, and may vary depending on how the weapon is being used. Weapon speeds take time from the combat round and determine how often a character can attack. For example, a character using a weapon with a speed of 3 will be able to get off three attacks in the 10 second round, with 1 second to spare somewhere else in the round.

Whether firing from a distance with missile weapons or striking opponents while engaged, the general rules for attacking are the same. Attacks are determined by the player declaring a body region for which he wishes to aim on his opponent, then rolling a 20 sided die, adding and subtracting all modifiers. An unmodified roll of 1 is always a miss, and an unmodified roll of 20 is always a hit. After a number has been determined by rolling to hit, the number is found on the correct attack chart bullseye (based on Class and Title), and this bullseye is then mentally superimposed onto the victim to determine where the hit will be applied. Numbers in the dark center indicate a direct hit in the region where aimed, while numbers in the gray area indicate an off-center hit. Off center hits land in the location over which the number in the gray area sits when superimposed onto the victim. White areas indicate a complete miss where the attack was poor or the target was able to avoid the blow. The attack skills are: Beginner, Novice, Intermediate, Advanced, Expert, and Master. Attack skill usage is shown in the following tables and figures.

### Attack Skill Rating:

Attack Skill	Considered
Beginner	Unskilled, Green
Novice	Skilled, Trained
Intermediate	Skilled, Seasoned
Advanced	Very Skilled, Exceptional
Expert	Very Skilled, Superior
Master	Highly Skilled, Unbelievable

Characters advance in attack skill by achieving new titles in their class.

### Fumbling a Weapon

Characters who roll an unmodified 1 when swinging may have fumbled their weapon. If the character makes an Agility save, the weapon is not dropped, but the character spends 1d4+1 seconds recovering. If the save is failed, the Game Master will determine the results.

### Weapon Damage

When weapons strike beings or objects, they do a random amount of damage. Damage is generated by rolling a number of dice for the weapon and adding them together along with any bonuses. This number is then applied to the being or object struck. The effects of damage will be addressed later in this section. It should be noted here that no matter how many multipliers to damage one can gain, base damage may never be multiplied by more than three.

### Magic Weapons and Magical Bonuses to Hit:

A magic weapon is any weapon which has a greater chance to hit and increase to damage either from a of magical effect or because it has been made from a magical metal. Weapons are also considered magic if they were created from magical metal. In numerical terms, each "+1" adds +1 to the attack roll and +1 to the total damage rolled for the weapon. So a "+2 weapon" would be +2 to hit and do an additional +2 to damage. Some magic weapons also have an additional bonus to damage as well, such as from the spell Sharpness (see Magic).

Some beings can only be affected by magic weapons, or take much less damage from non-magical weapons. This is indicated by a positive bonus necessary to affect the being, and this bonus must be a magical bonus. Any bonus from a combat skill will not meet the requirement. For example, if a being required +2 in magical bonus to be hit, then a character's +2 melee bonus due to Strength would not meet the requirement, but a +2 bonus from the spell Piercing would.

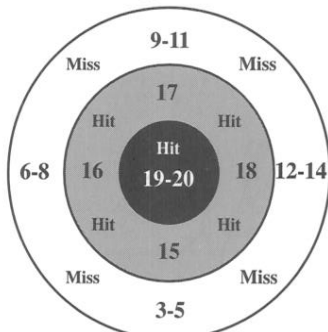
### Defending Against Attacks

Some defenders are so quick that they give penalties to their attacker's rolls, called defensive adjustment. This is simply a negative number applied to the attacker's roll. In addition to getting out of the way, when the defender sees an attack coming, he may declare a skill defense before the attack roll has been made. Such skills are fully explained in the Skills section. Examples include: Weapon Parry, Body Parry, Shield Parry, Feint, Dodge and several sub-skills of Martial Knowledge. If a character wishes to use one of these skills, he must announce this immediately when the Game Master declares he is being attacked. In other words, the player may not wait to see whether or not the attacker fails his roll to hit to decide if he will Weapon Parry. In the case of skills which intercept blows, damage may be applied to the weapon or body area which intercepted, explained under the individual skill itself.

## Attack Skills

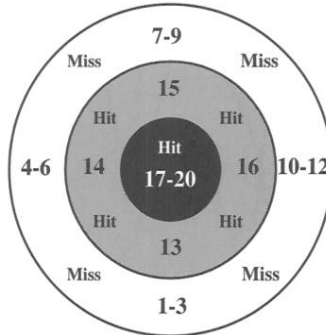
The attack skills listed below are represented in the form of a bullseye, used to relate directly to the body area where the attacker is aiming. The area in black is a direct hit on the location chosen by the attacker. The shaded area may be a hit depending on how the bullseye is superimposed onto the target. The outer white region always indicates a miss. See the pages which follow for more precise examples. Oversized body areas on a target allow for all hits in both the shaded region and the black center to hit the opponent in that body area. Undersized targets may require a direct center hit, depending on the ruling of the Game Master.

### Beginner

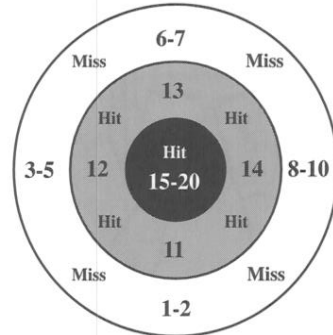


Miss Short 1-2

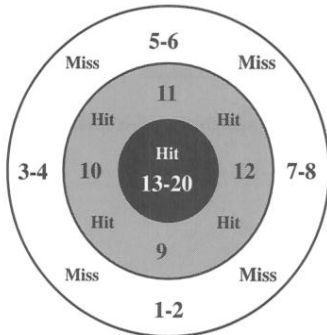
### Novice



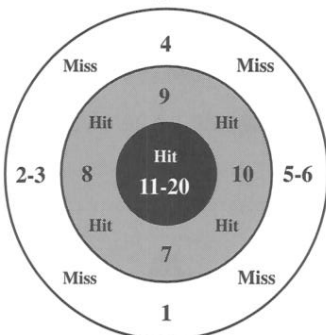
### Intermediate



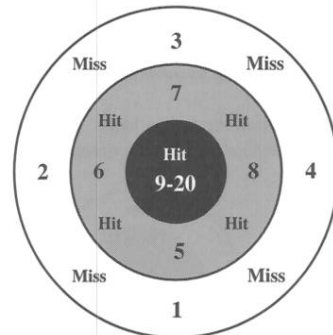
### Advanced



### Expert



### Master



**Called Shots:** When rolling to hit, players may only declare one of the predetermined body areas (or something of similar size) as a target. Often times characters will wish to try a much more difficult attack, such as a face shot, or attempting to hit an evil priest hidden in the center of a Darkness globe. Such attacks are referred to as called shots, and can only be attempted if the GM rules that the shot is even possible. A called shot can be almost any shot that a GM considers difficult. The chance of a called shot is  $21 - 1$  per level of attack skill, rolled without modifier on a d20. So a character with a beginner attack skill would need a 20, and with a novice attack skill would need a 19 or 20, and so on. This attack adds one second to weapon speed, and does  $1/2$  damage. However, depending on the called shot, armor might be completely ignored. If the called shot is not made, the character uses the roll to determine hit location normally, and damage is still halved.

Attack Skill	Called Shot on d20
Beginner	20
Novice	19
Intermediate	18
Advanced	17
Expert	16
Master	15

*Example:* Brom wants to shove his broadsword through the face plate of an opponent's great helm. He has an intermediate attack skill. He rolls a 17; normally this would be a 21 with his modifiers. A 17 does not meet the unmodified 18 he needs to pull off the action. He does  $1/2$  damage to the head, but does not go through the armor. He attacks again, this time rolling a 19 naturally. He rolls damage that goes directly to flesh in the head, bypassing armor.

## Attack Skill Usage Examples

The following are examples of how to use the attack charts. For determining hit location, there are only three styles of differing weapon motions. These are: thrust/missile attacks, downward and upward swing attacks, and left and right swing attacks. In each case the outer target circle is considered to extend much further than shown, and always indicates a miss. Rolling a number in this outer circle means that the defender successfully avoided the blow, or more rarely, that the attacker simply missed wildly. These figures are provided as examples, and the GM may modify these values under certain conditions.

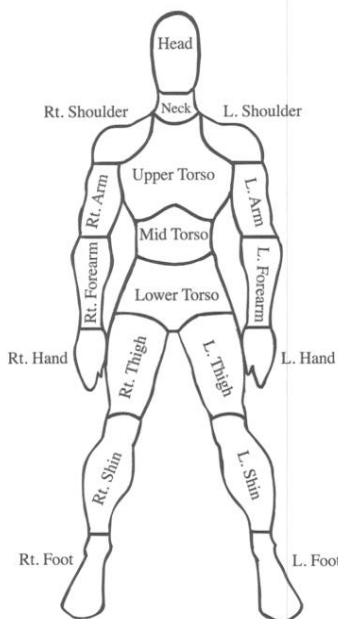


figure 1

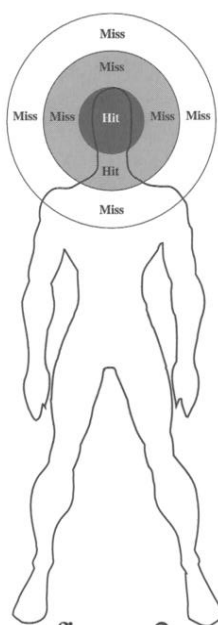


figure 2

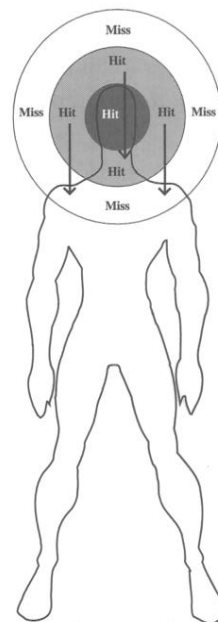


figure 3

**Figure 1:** The target dummy. A typical humanoid from the faceless masses. 19 body areas are marked. Some races will also include a tail and/or wings.

**Figure 2:** Thrusting/piercing to the head; devastating to the unprotected. The only other chance to hit is the neck in this type of attack. Not recommended for beginners and novices.

**Figure 3:** An overhead swing for the head. All three center hits are to the head, and the left and right hit the shoulders respectively. This is an excellent attack for blunt weapons when unconsciousness is desired.

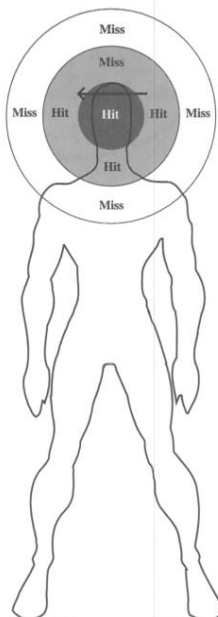


figure 4

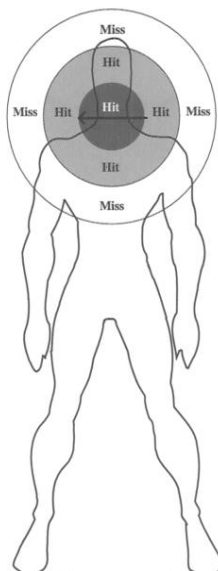


figure 5

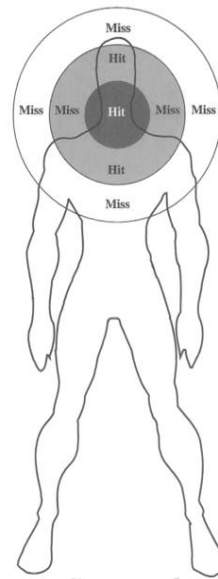


figure 6

**Figure 4:** A left swing to the head. All hits in the middle section strike the head, an upper hit actually misses, and a lower hit strikes the neck. A right slash would be handled in an opposite fashion.

**Figure 5:** A left swing for the neck. A middle hit strikes the neck, upper hit strikes the head, and low hit affects the upper torso. This is the most common attack used to kill an opponent with a cutting weapon. Right slashes are handled in an opposite fashion.

**Figure 6:** A thrust/pierce to the neck. In this attack, only the center most target strikes the neck, upper hit strikes the head and lower hit strikes the upper torso. Left and right hits are actually misses. This is a common and deadly attack used by skilled missile weapon users.

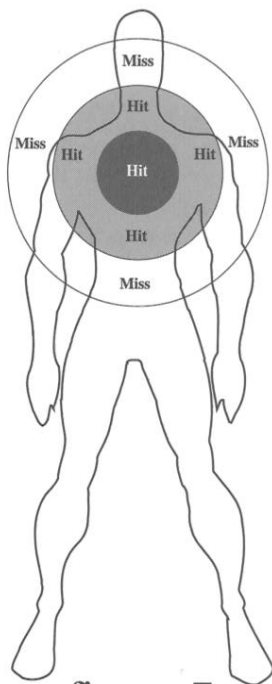


figure 7

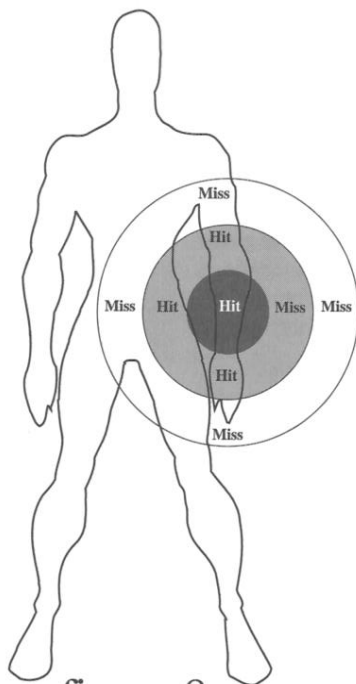


figure 8

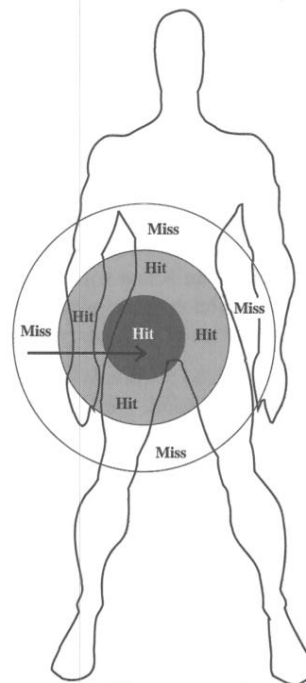


figure 9

**Figure 7:** A thrust/pierce to the upper torso. Center hit strikes the upper torso. Upper hit strikes the neck, lower hit strikes the mid-torso. Left and right hits strike the respective arms. This is a common attack for beginners and even novices.

**Figure 8:** A thrust/pierce to the forearm. Center hit strikes the forearm, upper hit strikes the arm, and lower hit strikes the hand. All others miss, unless the Game Master rules that the target's forearm was next to or touching his torso. This common attack is used to disarm opponents.

**Figure 9:** A right slash to the lower torso. All middle hits strike the lower torso, upper hit strikes the mid torso. The lower hit strikes opponent's right thigh. A left slash would be handled in an opposite fashion.

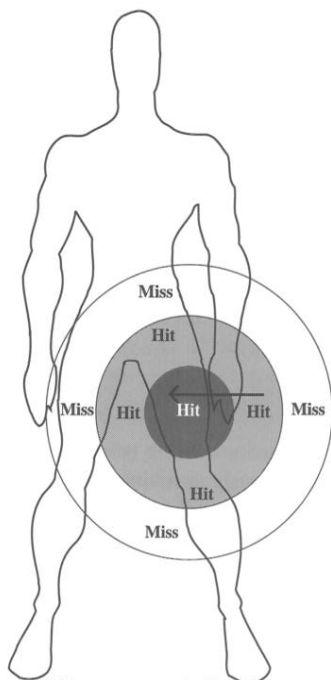


figure 10

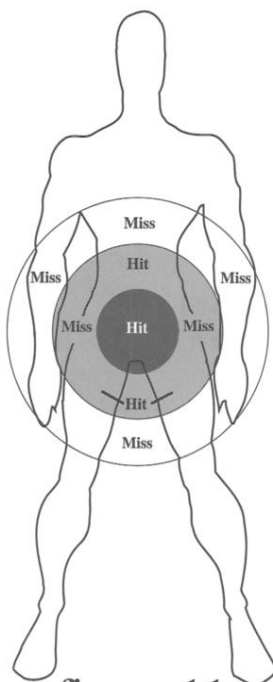


figure 11

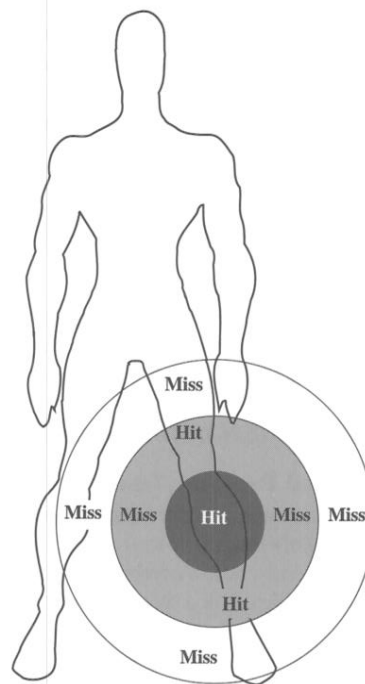


figure 12

**Figure 10:** A right slash to the leg. Upper hit strikes the lower torso, lower hit strikes the shin. Left and right hits still strike the thigh. Good for amputation.

**Figure 11:** A thrust/pierce to the lower torso. A center hit strikes the lower torso and an upper hit strikes the mid torso, but left and right hits are actually misses. A lower hit in this instance strikes either thigh with the legs closed (either determined randomly, or by the hand the attacker was using), or between the legs if the GM rules that the target had a spread leg stance.

**Figure 12:** A thrust/pierce to the right shin. A center hit strikes the shin, upper hit strikes the thigh, lower hit strikes the foot. However, on this chart a missed lower strike hits the ground and weapon damage may result as determined by the GM. This is a common attack used to cripple an opponent.



## Timing in the Combat Round

Other than moving, a character cannot take any action which requires the use of his hand(s) and body in the same second. He could not, for example, swing a weapon and Body Parry with his torso in the same second. He could, however, swing a weapon and run at the same time. A character *can* perform an action with his off hand at the same time he is performing an action with his primary hand. Thus he could swing a weapon in one hand while parrying with a shield in the other.

A character is only allowed 5 seconds (half of the 10 second round) to perform actions in his off hand. The exception to this is ambidextrous characters, who are allowed the full 10 seconds for both hands. This means that a character with a medium shield (1 second parry time) can parry 5 attacks with his off hand, while an ambidextrous character can parry 10. When a combatant loses seconds due to a poor initiative roll, he also loses a proportional amount of time in his off-hand. Ambidextrous characters will lose an equal amount of time, while other characters will lose 1/2 of those seconds (rounded up). Therefore, if a non-ambidextrous character starts on the 5th second of a combat round (losing 4 seconds), he will lose half of this time (2 seconds) in his off-hand. An ambidextrous character will lose the full 4 seconds in his off-hand. The off hand seconds can be used at any point in the round. However, a character can never have more time left in his off hand than there are seconds in the round. In other words, on second 8 of the round, if the character has done nothing with his off hand, he has only 3 seconds left, not a full 5.

*Example:* Orgo the Dwarf starts at the beginning of the combat round. He is fighting with a 3 second longsword in his primary hand a 1 second buckler in his off-hand. He uses 3 seconds and attacks his opponent with his longsword and does nothing with his buckler. He attacks again, using another 3 seconds, advancing through the 6th second of the round. Still he has not used his buckler, and since it is second 6, he only has 4 seconds of time remaining in his off-hand. He swings again, and this time his opponent swings back at him. He uses 1 second of time in his off-hand to block with his buckler at the same time he is attacking with his longsword. He is now up through second 9. Although he has only used 1 second in his off-hand, he only has 1 second remaining with it, because there is only 1 second left in the round.

## Combat Skill Times

Whenever a skill adds time to weapon speed, it should be added to the minimum modified weapon speed. Do not add skill times to weapon speeds first and then subtract modifiers.

## Rules Expansion for Timing

### Action and Recovery Times

Event times can be further broken down into action times and recovery times. Mainly these will apply to the weapon speeds of weapons, but the rule also extends to combat actions such as parry times. When a character swings with a weapon, he is actually performing three actions: a drawback, an attack, and spent a bit of time regaining control over his weapon. The first two motions are called action time, and the last recovery time. Action time is 1/2 the event time rounded up, and recovery time is the remainder. For example, a 5 second weapon would have 3 seconds of action time and 2 seconds of recovery time. A 4 second weapon would have 2 seconds of action time and 2 seconds of recovery time. This continues, so that a 3 second weapon is 2/1 (action/recovery), a 2 second weapon is 1/1, and a 1 second weapon is so fast that the action and recovery times are considered to be occurring all in one second. This follows for parries and other similar

actions as well, so that a 2 second Weapon Parry is broken down into 1 second of action time and 1 of recovery. This is important, because it means that a 3 second weapon actually makes contact at the end of the 2nd second of event time, and a 2 second parry actually meets the weapon at the end of the 1st second of event time. Players are not required to time all of this precisely, but may simply use this knowledge to know if they will have the time to complete an action. The Game Master is responsible for keeping track of timing, but the astute player will no doubt want to understand timing so that he can maximize combat actions.

### Quick Attack

A character can attack very quickly by not spending the necessary recovery time for a weapon before striking again. This is called a quick attack, and it does only 1/2 damage. No combat skills can be used with a quick attack. A series of quick attacks could occur, but no skill may be attempted until after the attacker has spent the recovery time for the weapon. Thus, with a 3 second weapon, an attacker could make a normal attack, striking in 2 seconds, but instead of spending the necessary 1 second of recovery time, he attacks again immediately. This attack does only 1/2 damage, and cannot be combined with a Focused Attack, etc. When this 2 seconds of action time ends, he may do the same again and again and so on. If he then decided that he wanted to try the skill Critical (for double damage) he would have to spend 1 second of recovery time after the last quick attack before he could try this. This type of attack represents the opponent flailing away quickly at an opponent, and can be very exhausting (see Fatigue).

### Quick Parry

The time for Weapon Parry is 1/2 the adjusted weapon speed, rounded up. Thus a 5 second long sword (with no modifiers) parries in 3 seconds. In expanded timing, this means that the 3 second parry has its own action and recovery time; thus a 3 second parry has 2 seconds of action time and 1 second of recovery time. The "quick" concept can be applied to all parries, where only the action time is used. Shield Parry and Body Parry times are listed with the skill, and these times can be halved to produce action and recovery times as well. Quick parries are never soft parries, no matter what the roll. Additionally, a cumulative -10% chance is applied to each successive quick parry beyond the first, which resets after recovery time is spent. No actions or skills (other than the relevant parry skill) may be attempted until after the recovery time has been spent. Of course any parry which takes only 1 second has its action and recovery time together in that 1 second, and thus has no "quick" version.

*Example:* Orgo the Dwarven Warrior is being beset upon by Ethrelle the Elven Duelist. Ethrelle is viciously attacking every 2 seconds with his rapier. Orgo has a longsword in his off-hand and a battle axe in his primary hand. He chooses to parry with his longsword. However, Orgo can only lower the longsword's weapon speed to 3, giving it a 2 second parry speed (1 second of action time and 1 second of recovery time). Since he has only 5 seconds of time in his off-hand, he will be able to parry 3 attacks in the first round and 2 attacks in the second, etc. Thus he decides to quick parry, spending only 1 second of action time. Now he can parry 5 attacks a round. His parries cannot be soft parries, but Ethrelle's attacks with the rapier will probably not ever be powerful enough to break his weapon. However, Orgo's Weapon Parry chance will be at -10% for the second parry, -20% for the third, etc., so he had better finish Ethrelle off quickly. If Orgo later wishes to attack with his long-sword, he must spend the 1 second of recovery time before doing so.

## General Combat Modifiers

### Size Modifiers for Attacking

The table depicted below shows combat modifiers to hit against opponents of varying sizes when using melee and missile weapons. This table is used by cross referencing the attacker's size by the defender's size. For instance, a 2' Midfolk tall striking a 6' Human would start at the "Midfolk" column and cross reference with the "Human" row. The modifier where the two meet is +3, so the Midfolk has a +3 to hit the Human. By the same method, the Human has a -3 to hit the Midfolk.

Defender's Size	Examples	Attacker's Size										Small Giant	Giant	Large Giant	Titan
		Coin <sup>1</sup>	Apple <sup>1</sup>	Dish <sup>1</sup>	Fairy <sup>1</sup>	Midfolk	Dwarf	Elf	Human	Ogre					
1"-3"	Coin	-	-1	-2	-3	-4	-5	-6	-7	-8		-9	-10	-11	-12
4"-6"	Apple	+1	-	-1	-2	-3	-4	-5	-6	-7		-8	-9	-10	-11
7"-11"	Dish	+2	+1	-	-1	-2	-3	-4	-5	-6		-7	-8	-9	-10
1'-1'11"	Fairy	+3	+2	+1	-	-1	-2	-3	-4	-5		-6	-7	-8	-9
2'-2'11"	Midfolk	+4	+3	+2	+1	-	-1	-2	-3	-4		-5	-6	-7	-8
3'-3'11"	Dwarf	+5	+4	+3	+2	+1	-	-1	-2	-3		-4	-5	-6	-7
4'-4'11"	Elf	+6	+5	+4	+3	+2	+1	-	-1	-2		-3	-4	-5	-6
5'-7"	Human	+7	+6	+5	+4	+3	+2	+1	-	-1		-2	-3	-4	-5
7'1"-9'11"	Ogre	+8	+7	+6	+5	+4	+3	+2	+1	-		-1	-2	-3	-4
10'-12'11"	Small Giant	+9	+8	+7	+6	+5	+4	+3	+2	+1		-	-1	-2	-3
13'-15'	Giant	+10	+9	+8	+7	+6	+5	+4	+3	+2		+1	-	-1	-2
15'1"-18'	Large Giant	+10	+10	+9	+8	+7	+6	+5	+4	+3		+2	+1	-	-1
18+	Titan	+10	+10	+10	+9	+8	+7	+6	+5	+4		+3	+2	+1	-

<sup>1</sup> For missile purposes move up one range; i.e. point blank range is actually short for modifiers, short becomes medium, etc.

### Body Weight Damage Modifiers

The weight of a character can modify the amount of damage done when attacking. The modifiers on the table below are to be used when the character attacks with any melee weapon, unless stated otherwise in the description of a particular type of attack.

Weight	Damage Adjustment	Example
1-10 lb.	-5	Rodent
11-25 lb.	-4	Fairy
26-50 lb.	-3	Dog
51-75 lb.	-2	Midfolk
76-99 lb.	-1	Elf
100-199 lb.	-	Human
200-249 lb.	+1	Dwarf
250-299 lb.	+2	Goblin
300-349 lb.	+3	Saurian
350-399 lb.	+4	Troll
400-499 lb.	+5	Ogre
500-599 lb.	+6	Centaur
600-799 lb.	+8	Wyvern
800-1199 lb.	+10	Small Giant
1200-1999 lb.	+12	Giant
2000-3999 lb.	+14	Large Giant
4000-7999 lb.	+16	Titan
8000-9999 lb.	+18	Dragon
10000 lb. +	+20	Large Dragon

### Common Event Times

- It takes 1/2 of the adjusted weapon speed for the character to draw that weapon (1 second is the lowest speed).
- It takes an Agility save and 1 second to switch a weapon from on hand to the other.
- It takes 1-3 seconds to draw an item from a belt.
- Retrieving an item from the ground within 10' of the character takes 1d4+1 seconds.
- Standing up takes 1d4+2 seconds from a prone position.
- Standing up takes 1d4 seconds from a sitting position.
- Finding an item in a closed pack takes 1d6+1 seconds.

### Off Hand Weapons

Penalties are applied to weapons used in the off hand. In addition to modifying the attack roll to hit, there are additional penalties to all combat skills and damage from off hand weapons. The information in the table below only applies to any weapons used in the off hand; shields can be used without penalty regardless of Agility.

Agility	Weapon Skills	To Hit	To Damage
5-9	-20%	-4	-6
10-12	-15%	-3	-5
13-15	-15%	-2	-4
16	-10%	-2	-3
17	-10%	-1	-2
18	-5%	-1	-1
19	-5%	-	-1
20	-	-	-

### Situational Combat Modifiers

Condition	To Hit	Damage	Defense Adjustment
Attacker aiming (missile) <sup>1</sup>	+1 to +4	-	-
Attacking from above	+2	+2	-
Attacking from below	-2	-2	-
Attacking from rear	+4 <sup>4</sup>	+2	-
Attacking from side	+2	+1	-
Braced (see skill) <sup>2</sup>	+2	<sup>2</sup>	-
Attacker is furiously attacking	+2	+2	+4
Attacker is charging	+2	x2	+2
Attacker is diving into opponent	+3	x3	+3
Attacker is invisible	+4 <sup>4</sup>	-	-8
Attacking an invisible target	-8	-	+4
Attacking in darkness or blinded	-8	-	None allowed
Attacking in partial darkness	-4	-	+2
Non-proficient with weapon	based on Weapon Knowledge skill		
Attacker gains surprise	(see surprise)		
Attacking a prone target	+6	x2	-
Target backed against solid surface	+2	x2	-
Attacking a dazed target	+6	-	-
Unconscious or immobilized target	+10	Max. x2	-
Using the wrong arrow/quarrel <sup>3</sup>	-2	-	-
Attacking while using cover	-	-	-4
Attacker has water coverage (full)	-4	-	+2
Attacker has water coverage (half)	-2	-6	+4
Attacker has water coverage (half)	-2	-6	+4
Attacker is deaf	-1	-1	+1

<sup>1</sup> +1 for every second spent aiming at the target with a +4 maximum

<sup>2</sup> Damage is +2. If the opponent is charging, x2 as well, diving x3.

<sup>3</sup> Each bow or crossbow has a matching arrow or quarrel length and weight.

<sup>4</sup> The defender gets no defensive adjustment when he cannot see or sense the attacker.

## Melee Weapons

The following pages contain information which fully detail the properties of various weapons, as well as a variety of rules which affect weapon use.

### Using a Weapon with Two Hands

Using a melee weapon with two hands gives extra damage and makes the weapon faster. This can be easily remembered with a simple rule.

#### The Rule of 2

The rule of 2 is applied when using a weapon with two hands:

**x2 Strength modifier, +2 damage, -2 weapon speed.**

There is always a x2 bonus to the melee Strength modifier, defined in the Attributes section (negative numbers are halved, not doubled). In addition, there is always an additional +2 damage bonus. Using a weapon two handed also makes it faster, giving -2 to weapon speed, (never less than minimum weapon speed).

A character using a weapon with two hands forfeits all additional seconds that would normally be available for the off hand. Also, weapons designated to be two handed (by a footnote in the melee weapons table) cannot be used one handed unless the height of wielder is greater than the weapon length.

### Unwieldable weapons

A weapon cannot be wielded at all if its length is greater than three times the height of the character. Likewise, a weapon cannot be wielded if its weight is more than 10% of the character's load limit (as determined by the Strength attribute).

### Unconventional Attacks

The Imagine Role Playing System™ combat allows for many options but cannot possibly address every situation. The GM should look for precedence in the rules when attempting to deal with something for which there is no rule. However, a few common things are listed here:

- **Pommel, basket hilt, and butt attacks:** Attacking with the pommel of a weapon or thrusting the butt of a weapon at an opponent is a 2 second attack. Damage done is 1d6 + the character's Strength modifier (not including body weight modifier). The GM must rule that the attack is possible.
- **Smashing or parrying with a bow or missile weapon:** Though this can be done, with the appropriate modifier to skills, it can damage the bow and make it fire inaccurately. The GM should apply penalties to the weapon as he sees fit.
- **Smashing or parrying with any other weapon:** Occasionally a character will wish to turn an axe to attack with the flat side, or smash down with a spear as if it were a club. In such cases, the weapon does 1/2 damage; treat as smashing damage.
- **Throwing a sword or non missile weapon:** This can be done at the discretion of the GM as a called shot.
- **Pulling blows:** A character can pull a blow to do less damage. In this case, he does not have to add in his weight or strength bonus, and can roll any number of dice of the same type used

for that weapon, below the normal dice. For example, if a character wanted to pull a blow from a longsword (4d6), he could choose to roll 3d6, 2d6, or 1d6. (Missile attacks cannot be pulled.)

### Setting a Weapon

During the hectic pace of battle, timing is everything. In some situations, such as a move through attack, it may prove difficult or impossible for a defender to strike a charging combatant in the normal time allowed by his weapon speed. Instead of attempting a standard attack, the defender may set his weapon in a forward direction to meet a charging opponent. For weapons shorter than or equal to the defender's height, this maneuver takes only one second of action. Combined with a successful Brace skill roll, this attack will do double or even triple damage (see Brace). For weapons longer than the defender's height, this maneuver takes two seconds of action. This maneuver can only be utilized with a thrusting attack.

### Special Weapon Types

- **Barbed Weapons:** +1 damage per die for piercing weapons. 1/3 normal weapon strength. Takes 1d6+1 seconds and a Strength save to remove when stuck in an opponent; does 1d6+1 damage when removed with a Strength save.
- **Dulled Cutting Weapons:** Dulled cutting weapons suffer -1 die damage and the damage type changes to smashing.
- **Serrated Weapons:** +1 damage per die for serrated weapons. 1/3 normal weapon strength. Takes normal weapon speed to remove when stuck in opponent, and does 1d4+1 when removed.

### Melee Weapon Table Definitions

**Damage:** This is the number of dice rolled (plus any modifiers) and added together whenever a weapon strikes a target.

**Weapon Strength Value (Str):** This number is how much damage a weapon can take above its object threshold, before breaking. This number is lowered by 1 point every time a weapon is damaged. When this number reaches 0, it is useless (see damage to weapons).

**Weapon Speed:** The speed of a weapon is how many seconds of event time are required for a full attack with the weapon.

**Minimum Speed:** Both Strength and Agility can lower weapon speed, but the minimum speed is the fastest the weapon can ever be.

**Length:** The measure of a weapon, in feet.

**Missile:** Indicates whether or not the weapon can be used as a missile weapon, and what its modifier to hit is when using it in this way. If a weapon says non, and the player insists upon throwing it anyway, then the GM may rule this a called shot (such as longsword).

**Thrust, Cut, Smash:** Indicates whether or not the weapon can be used to do this type of damage, and if so, the modifier to hit when using in that way. Note that some cutting weapons can be used to do smashing damage, but they suffer great penalties (see unconventional attacks).

**Skills:** Indicates any bonuses or penalties when using a weapon to perform a combat skill, such as Weapon Parry, Critical, etc. Some weapons have special modifiers for a specific skill, listed in the footnotes.

**Weight:** The weight of a weapon, in pounds.



## Melee Weapons

Weapon Name	Damage	Str	Speed	Min Speed	Length	Missile	Thrust	Cut	Smash	Skills	Weight
Axe	4d6+1	40	6	3	2.5'	-2	Non	+2	Non	-10%	4 lbs.
Axe-hammer (w/thrusting point)	5d6(2d6)	65	8(6)	4(2)	4'	-2	+0	+2	+2	+10%	8 lbs.
Ball and Chain <sup>9</sup>	5d4	35	6	4	6'	+0	Non	Non	+0	-10%	4 lbs.
Bastard Sword	5d6+1	60	7	3	4.5'	Non	-2	+2	Non	+5%	6 lbs.
Battle Axe	6d6	60	8	4	3.5'	-3	Non	+3	Non	-10%	6 lbs.
Bo Stick <sup>4</sup>	3d6	20	6	2	8'	Non	Non	Non	+2	+10%	5 lb.
Broad Sword	6d4+1	50	6	3	3'	Non	-2	+2	Non	+10%	5 lbs.
Cat's Claws <sup>2,3,4,8</sup>	2d4	8	2	1	2"	Non	-3	+1	Non	-30%	.2 lb.
Cestus (Leather/Plate) <sup>2,7</sup>	2d6	6/21	3	2	6"	Non	+0	Non	+0	+10%	1/6 lbs.
Club	2d4+1	20	3	2	2'	Non	Non	Non	+0	+0%	2 lbs.
Cutlass	5d4	30	4	3	2.5'	Non	-2	+1	Non	+5%	2 lbs.
Dagger	2d8	25	3	2	1.5'	-1	+1	+0	Non	+5%	1 lb.
Dagger, Parrying <sup>9</sup>	2d4	10	3	2	1.5'	-3	+0	+0	Non	+20%	1.5 lbs.
Dagger, Throwing	2d4	10	3	2	1'	Non	+0	-2	Non	+0%	.5 lb.
Epee <sup>2</sup>	5d4	30	4	2	3.5'	Non	+2	Non	Non	+10%	2 lbs.
Flail, 1-ball <sup>9</sup>	5d4	25	5	3	3'	Non	Non	Non	+1	+0%	2 lbs.
Flail, 2-ball <sup>9</sup>	6d4	30	6	3	3'	Non	Non	Non	+1	-5%	5 lbs.
Flail, 3-ball <sup>9</sup>	7d4	40	8	4	3'	Non	Non	Non	+1	-10%	6 lbs.
Flail, 4-ball <sup>9</sup>	8d4	50	9	4	3'	Non	Non	Non	+1	-15%	7 lbs.
Flail, 5-ball <sup>9</sup>	9d4	60	10	5	3'	Non	Non	Non	+1	-20%	8 lbs.
Foil	3d4	5	2	1	3'	Non	+4	Non	Non	+20%	1.5 lbs.
Gaff	2d6	10	6	2	6.5'	Non	Non	-2	+3	+0%	3 lbs.
Gladius	5d4+1	45	4	2	2'	Non	+2	+0	Non	-5%	3 lbs.
Great Axe	7d6	65	9	5	4.5'	-4	Non	+2	Non	-20%	8 lbs.
Great Sword	6d6+1	75	8	4	6'	Non	-2	+2	Non	-10%	8 lbs.
Halberd	7d6	60	10	6	8'	Non	-2	+0	-6	-10%	8 lbs.
Hammer	4d6	40	6	3	2.5'	+0	Non	Non	+1	+5%	5 lbs.
Hand Axe	3d6	25	4	2	1.5'	+0	Non	+1	Non	+0%	3 lbs.
Hand Hammer	3d6	30	4	2	1.5'	+0	Non	Non	+1	+0%	3 lbs.
Hooked Net <sup>1,9</sup>	2d4+1	30	9	5	6' sq.	-4	Non	Non	Non	-20%	3 lbs.
Javelin	5d4	40	7	3	6'	+1	+2	-5	+1	+5%	7 lbs.
Katana <sup>4</sup>	6d4+1	45	4	2	3'	Non	-1	+2	Non	+10%	3 lbs.
Knife	2d4+1	10	2	1	6"	+0	+0	+1	Non	+0%	.25 lb.
Lance <sup>5</sup>	6d6	30	8	5	8'	Non	-2	Non	Non	-30%	12 lbs.
Long Sword	4d6	45	5	3	3.5'	Non	+0	+0	Non	+0%	4 lbs.
Lucern Hammer <sup>10</sup>	7d6	50	10	6	9'	Non	+2	Non	-1	-10%	8 lbs.
Mace	5d4	25	5	3	2.5'	Non	Non	Non	+1	+0%	4 lbs.
Main Gauche	3d4+1	20	3	2	1.5'	Non	+0	-2	Non	+20%	.75 lb.
Mancatcher <sup>6</sup>	5d6	35	10	7	8'	Non	-2	Non	Non	-30%	5 lbs.
Mattock <sup>10</sup>	5d6	40	8	5	4.5'	-4	+1	Non	Non	-10%	13 lbs.
Maul	8d6	60	10	5	5'	-4	Non	Non	+1	-10%	11 lbs.
Metal Rod	2d6	30	4	2	2'	Non	Non	Non	+0	-10%	3 lbs.
Ninja-to <sup>4</sup>	5d4+1	40	3	2	2.5'	Non	+1	+1	Non	+15%	2 lbs.
No-Dachi <sup>4</sup>	9d4+1	90	10	4	5'	Non	-1	+2	Non	+0%	7 lbs.
Nunchaku <sup>4,9</sup>	3d4	12	3	2	3'	Non	Non	Non	+1	+10%	1 lb.
Pick <sup>10</sup>	4d6	30	6	3	2.5'	-2	+2	Non	-1	-5%	5 lbs.
Pike	7d6	50	10	6	8-16'	Non	-2	Non	-8	-20%	7 lbs.
Poleaxe	8d6	50	10	6	10-14'	Non	-2	+0	-8	-30%	8 lbs.
Quarterstaff	2d8	10	5	2	6'	Non	Non	Non	+3	+30%	2 lbs.
Rapier <sup>2</sup>	3d6+1	15	3	2	3.5'	Non	+3	+1	Non	+15%	4 lbs.
Sabre <sup>2</sup>	4d6	35	4	3	3'	Non	+2	+0	Non	+10%	3.5 lbs.
Sai <sup>2,4,9</sup>	2d4	20	3	2	1'	+0	+0	Non	Non	+15%	1 lb.
Scimitar	6d4+2	50	6	3	3'	Non	-4	+2	Non	-5%	5 lbs.
Scythe	4d6	30	8	4	5'	Non	Non	Non	+2	-5%	4 lbs.
Short Sword	5d4	30	4	2	2'	Non	+1	-1	Non	+5%	2 lbs.
Sickle	3d6	20	6	3	2.5'	Non	+0	+1	-5	-10%	3 lbs.
Spear	4d6	25	5	2	6'	+0	+3	-6	+0	+10%	3 lbs.
Spear Sword	5d4+1	20	6	3	7'	-1	+1	-1	-4	+5%	5 lbs.
Spiked Club	3d6+1	10	4	2	2.5'	Non	Non	Non	+0	-20%	3 lbs.
Stake	2d4+1	10	3	2	2'	-3	+0	Non	Non	-10%	1 lb.
Stake Staff	4d4	10	5	2	6'	-2	+2	Non	+0	+10%	4 lbs.
Sword Breaker <sup>9</sup>	2d4	50	6	3	1.5'	-2	-2	-1	+0	+0%	6 lbs.
Tanto <sup>4</sup>	4d4+1	20	3	2	1'	Non	+2	+0	Non	+10%	1 lb.
Tiger's Claws <sup>2,4</sup>	2d6	10	3	1	8"	Non	-1	+3	Non	-20%	.5 lb.
Tri-staff <sup>4</sup>	4d4+1	12	7	3	5'	Non	Non	Non	+0	+0%	3 lbs.
Trident	7d4	30	6	3	7'	+0	+2	Non	+0	+5%	5 lbs.
Wakizashi <sup>4</sup>	5d4+1	45	3	2	2'	Non	+0	+1	Non	+10%	1.5 lbs.
War Club	4d6	30	5	3	3.5'	Non	Non	+3	-5	-10%	5 lbs.
War Hammer	6d6	30	8	4	4.5'	-3	Non	Non	+3	-5%	9 lbs.
War Lance <sup>5</sup>	9d6	40	8	5	10'	Non	-4	Non	Non	-30%	14 lbs.
Whip <sup>2,9</sup>	1d4+1	10	5	3	7'-9'	Non	Non	Non	+0	+0%	1 lb.
Wooden Rod	2d4	12	2	1	2'	Non	Non	Non	+0	-10%	1 lb.

<sup>1</sup> Upon a successful roll to hit, the target automatically loses 1d4-2 seconds and must make an Agility save to avoid entanglement. If the save is failed, the target is entangled and is allowed an Agility save to escape each 5 seconds.

<sup>2</sup> Weapon designed to be used with one hand only and should not be used two-handed except when GM rules otherwise.

<sup>3</sup> These special weapons can be used to climb with as well, affording a +30% climb roll on any except a hard surface, such as metallic.

<sup>4</sup> Traditionally Eastern weapons.

<sup>5</sup> The lance and war lance are used for move through vs. one opponent. "S" means that when charging the lance counts as a 1 second set attack.

<sup>6</sup> A thrusting torso center hit causes victim to be caught and considered prone. Rear spikes do 3d6 points thereafter. A Force roll is required to break free.

<sup>7</sup> For purposes of armor protection this counts as either a leather glove covering forearm and hand or a plate gauntlet and arm bracer depending on the type.

<sup>8</sup> This weapon gives a +20% bonus to the Climb skill chance.

<sup>9</sup> +30% to the Trap Weapon skill chance as explained in the skill Trap Weapon.

<sup>10</sup> These weapons are used by swinging at the target, but their damage is considered thrusting.



## Missile Weapons

### Missile Weapon Ranges

The ranges vary for different weapons, first by type of weapon and then by the type of projectile being used with or fired from the weapon.

**Point Blank:** At this range an attacker is afforded +2 to hit, +1 damage per die, and uses his attack skill target for hit location. Weapons fired at a target from a distance of less than the lower of the two point blank range numbers do only 1/2 damage

**Short:** There are no modifiers to hit, and hit location is determined by the attack skill chart.

**Medium:** There is a -2 to hit at this range; the attack skill chart is used for hit determination.

**Long:** There is a -4 to hit at this range. Any number in the gray area of the attack skill chart is considered a hit, but the location is determined randomly. The character may not name a body area without a called shot.

**Extreme Range:** There is a -6 to hit at this range a -1 damage per die done (1 damage per die minimum, just as with special projectiles). A hit occurs only if it strikes the center of the attack skill chart. Body areas can be named with called shots, otherwise hit locations are determined randomly.

**Chance Shots (Optional):** A character can attempt to hit up to double extreme range with a called shot. There is -1 die of damage and -1 damage per die. The location is determined randomly.

### Unconventional Attacks

• **Firing two weapons at once, one in each hand:** Typically this will be tried with crossbows, or hand crossbows. If a character fires both weapons on the same second, she cannot possibly aim with both. In this case, both hands suffer a -4 penalty to hit (ambidextrous or not) in addition to the normal off-hand weapon penalties.

• **Double/Triple Missile Fire:** Daggers, stilettos, arrows, stars, and rocks/bullets (sling) can be fired two or three at a time. This maneuver can only be tried at point blank or short range. Roll each attack separately.

Number of Projectiles	To Hit	Damage
2	-4	-6
3	-8	-12

### Projectiles

Each missile weapon uses different types of projectiles. Only composite bows and great bows use the same projectiles. The table below gives standard missile weapons and information about the projectiles they use.

Normal Projectile Table

Weapon Type	Normal Projectile	Strength	Length	Weight
Crossbow	Quarrel	7	9"	3 oz
Great/Composite Bow	Arrow	4	3'	5 oz
Hand Crossbow	Quarrel	5	6"	1 oz
Heavy Crossbow	Quarrel	9	1'	6 oz
Long Bow	Arrow	3	2'	4 oz
Short Bow	Arrow	2	1.5'	3 oz
Sling	Rock	5	2"	4 oz

### Special Projectiles

The following special properties can be applied to arrows and quarrels/bolts.

**True Flight:** Longer feathers set in a corkscrew pattern cause the projectile to spin when fired, adding +1 to hit rolls.

**Far Flight:** A lighter, longer shaft is used for the projectile, increasing distance but decreasing damage by 1 point per die rolled. Range is increased to roughly 150% of the normal projectile.

**Heavy:** A thicker shaft, or a shaft made of a denser material than wood (such as metal), causes the damage to be increased by +1 die of damage, but reduces the distance traveled to 75% of a normal projectile.

**Piercing:** A special head on the projectile is made in a cross shape, or a long tapering point effectively increasing damage by +1 per die.

**Barbed:** Additional barbs are added to the projectile, such that it does an additional damage of +1 per die rolled, and does 1d6+1 when removed from the wound.

All of the above properties can be made cumulative except heavy and far flight. These are mutually exclusive unless the projectile is magical in nature, or made of a normally modern material such as aluminum. If under these rare or special circumstances, these two properties are combined, range is then as a normal, but the +1 per die roll is retained. A lethal and expensive (more than 1 gp per projectile) combination is heavy+barbed+piercing, which are often referred to as armor piercing. Their damage is deadly, with the ability to do +2 damage per die rolled, +1 additional die of damage. In all cases, +1 per die is added for all dice rolled, even dice from magical bonuses such as the spell Accuracy.

Special Projectile Table

Projectile Type	Hit Adj.	Dam Adj.	Str Adj.	Length	Weight
Arrow, Far Flight	-	-1 per die	x.5	x1.5	x.75
Arrow, True Flight	+1	-	x.75	x1.2	x1.2
Arrow, Heavy	-	+1 die dam	x2	x1	x1.5
Arrow, Piercing	-	+1 per die	x1.5	x1	x1.2
Arrow, Barbed	-	+1 per die	x.75	x1	x1
Quarrel, Far Flight	-	-1 per die	x.5	x1.5	x.75
Quarrel, True Flight	+1	-	x.75	x1.2	x1.2
Quarrel, Heavy	-	+1 die dam	x2	x1	x1.5
Quarrel, Piercing	-	+1 per die	x1.5	x1	x1.2
Quarrel, Barbed	-	+1 per die	x.75	x1	x1
Bullet (Sling)	-	+1 die dam	x2	x1	x2

### Missile Weapon Table Definitions

**Minimum Strength (STR):** The minimum Strength rating required to use this weapon. For each one point of Strength below the minimum required, a -2 to hit is applied, and one range category is lost (starting with extreme).

**Damage:** Amount of die rolled per attack.

**Weapon Strength Value (Str):** This number is how much damage a weapon can take, above its object threshold, before breaking. This number is lowered by one point every time a weapon is damaged. When this number reaches zero, it is useless (see damage to weapons).

**Weapon Speed (Reload Speed):** The event time for firing at a target. The event time for reloading the weapon is in parenthesis. A belt claw can be used to automatically reduce hand crossbow and crossbow reload times to the minimum reload times, but requires a Strength rating of 13 to use.

**Minimum Speed:** The lowest adjusted speed that a missile weapon can fire. The lowest adjusted reload speed is in parenthesis.

**Length:** The length of each missile weapon in feet.

**Missile:** The weapon's modifier to hit when using it as a missile weapon.

**Damage type:** This indicates which type of damage to apply to armor when the weapon or projectile hits.

**Skills:** Indicates any bonuses or penalties when using a weapon to perform a combat skill, such as Focused Attack, Critical, etc.

**Weight:** The weight of a weapon, in pounds.

## Missile Weapons

Weapon Name	Min STR	Damage	Str	Speed (Reload)	Min Speed	Length	Missile	Damage Type	Skills	Weight
Axe <sup>1</sup>	12	3d6	40	5	3	2.5'	-2	Cut	-10%	4 lbs.
Axe Hammer <sup>1</sup>	15	4d6	65	8	4	4'	-2	Smash/Cut	+10%	8 lbs.
Ball and Chain <sup>1,3</sup>	13	3d6	20	9	5	6'	+0	Smash	-10%	4 lbs.
Battle Axe <sup>1</sup>	14	5d6	60	8	4	3.5'	-3	Cut	-10%	6 lbs.
Blow Gun	-	1-2	3	3(1)	2(1)	2.5'	+1	Pierce	-20%	.1 lb.
Bolo <sup>3,5</sup>	-	3d4	12	8	4	8'	+1	Smash	-10%	2 lbs.
Bow, Composite <sup>2</sup>	14	6d6	35	3(3)	2(2)	5'	-1	Pierce	+5%	3 lbs.
Bow, Great <sup>2</sup>	15	7d6	30	4(3)	3(2)	6'	-2	Pierce	+0%	3.5 lbs.
Bow, Long <sup>2</sup>	13	5d6	20	2(3)	2(2)	4'	+0	Pierce	-5%	2 lbs.
Bow, Short <sup>2</sup>	-	3d6	15	2(3)	2(2)	3'	+0	Pierce	-10%	1.5 lbs.
Crossbow	-	6d6	20	1(16)	1(8)	2'	+0	Pierce	+10%	3 lbs.
Crossbow, Hand <sup>2</sup>	-	3d6	10	1(10)	1(5)	6"	+1	Pierce	+0%	1 lb.
Crossbow, Heavy <sup>2</sup>	-	9d6	30	1(24)	1(15)	5'	-1	Pierce	+10%	6 lbs.
Dagger <sup>1</sup>	-	2d6	25	3	2	1.5'	-1	Pierce	+5%	1 lb.
Dagger, Throwing <sup>1</sup>	-	3d4	10	2	2	6"	+2	Pierce	+0%	.5 lb.
Hand Hammer	-	3d6	30	4	2	1.5'	+0	Smash	+0%	3 lbs.
Hand Axe <sup>1</sup>	-	3d6	25	4	2	1.5'	+0	Cut	+0%	3 lbs.
Hammer <sup>1</sup>	12	4d6	40	6	3	2.5'	+0	Smash	+5%	5 lbs.
Hooked Net <sup>3,5</sup>	-	2d4+1	40	10	6	6' sq.	-4	Cut	-20%	3 lbs.
Javelin <sup>1</sup>	-	6d6	40	6	3	6'	+0	Pierce	+0%	7 lbs.
Knife <sup>1</sup>	-	2d4	10	3	2	6"	-1	Pierce	+0%	.25 lbs.
Maul <sup>1</sup>	16	5d6	60	8	5	4.5'	-4	Smash	-10%	11 lbs.
Mattock <sup>1</sup>	16	4d6	40	9	5	4.5'	-5	Pierce	-10%	13 lbs.
Pick <sup>1</sup>	12	3d6	30	5	3	2.5'	-4	Pierce	-5%	5 lbs.
Sai <sup>1</sup>	-	2d4	20	3	2	1'	+0	Smash	+15%	1 lb.
Sling <sup>2</sup>	-	3d4	8	4(6)	2(2)	3'	+2	Smash	-10%	.5 lbs.
Spear <sup>1</sup>	-	5d6	25	5	3	7'	+0	Pierce	+10%	3 lbs.
Spear Sword <sup>1</sup>	-	5d6+1	20	6	4	8'	-1	Pierce	+5%	5 lbs.
Stake Staff <sup>1</sup>	-	4d4+1	10	5	3	6'	-2	Pierce	+10%	4 lbs.
Throwing Star <sup>1,4</sup>	-	2d4+1	10	2	1	4"	+2	Cut	-30%	.25 lb.
Great Axe <sup>1</sup>	15	5d6	65	9	5	4'	-4	Cut	-20%	8 lbs.
War Hammer <sup>1</sup>	15	5d6	70	8	4	4.5'	-3	Smash	-5%	9 lbs.

<sup>1</sup> These thrown weapons afford a Strength damage bonus if the character has one.

<sup>2</sup> These are projectile weapons. Damage listed is used as a base and may be modified by projectile type.

<sup>3</sup> If one of these weapons strikes an opponent he must make an Agility save or be entangled by it (requiring 4d4 seconds to untangle).

<sup>4</sup> Traditionally an Eastern weapon.

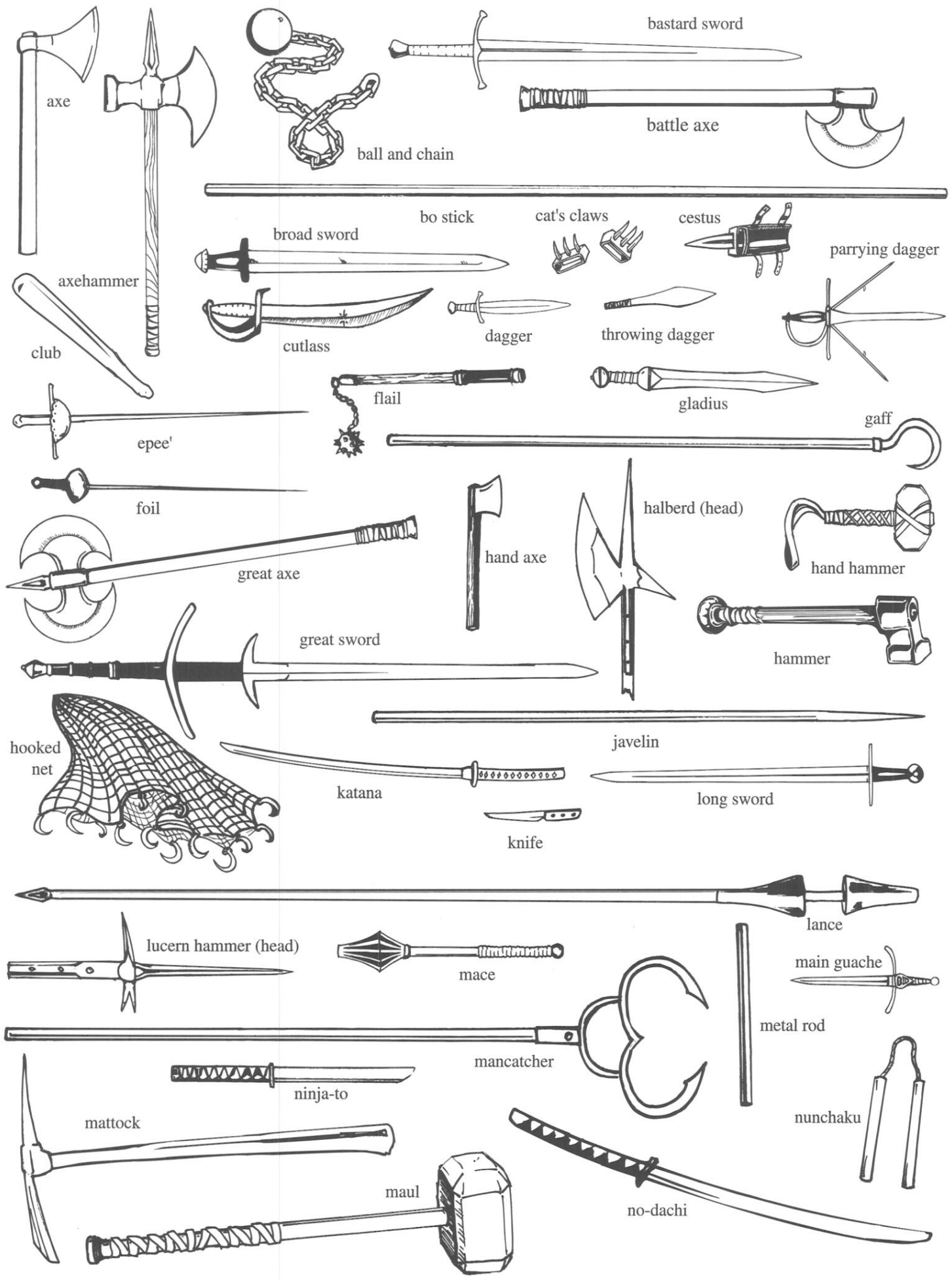
<sup>5</sup> Can be used for the skill Trap Weapon even when thrown.

## Missile Weapon Ranges

Weapon Name	Projectile Type	Point Blank	Short	Medium	Long	Extreme
Ball & Chain	-	10-20'	21-30'	31-40'	41-60'	61-70'
Blow Gun	Normal	6"-20'	21'-30'	31'-40'	41'-45'	46'-50'
Bolo	-	10-30'	31-40'	41-50'	51-70'	71-90'
Bow, Composite	Normal, True Flight, Piercing	10-70'	71-250'	251-500'	501-650'	651-900'
Bow, Composite	Far Flight	10-90'	91-280'	281-600'	601-800'	801-1200'
Bow, Composite	Heavy	10-50'	51-200'	201-350'	351-500'	501-600'
Bow, Great	Normal, True Flight, Piercing	10-60'	61-220'	221-450'	451-550'	551-700'
Bow, Great	Far Flight	10-80'	81-250'	251-500'	501-700'	701-1000'
Bow, Great	Heavy	10-40'	41-160'	161-300'	301-400'	401-500'
Bow, Long	Normal, True Flight, Piercing	10-50'	51-200'	201-400'	401-500'	501-600'
Bow, Long	Far Flight	10-60'	61-250'	251-500'	501-600'	601-700'
Bow, Long	Heavy	10-40'	41-150'	151-300'	301-400'	401-500'
Bow, Short	Normal, True Flight, Piercing	10-25'	26-100'	101-200'	201-250'	251-300'
Bow, Short	Far Flight	10-40'	41-120'	121-250'	251-300'	301-400'
Bow, Short	Heavy	10-20'	21-80'	81-120'	121-180'	181-220'
Crossbow	Normal, True Flight, Piercing	5-30'	31-80'	81-150'	151-220'	221-350'
Crossbow	Far Flight	5-50'	51-120'	121-250'	251-350'	351-450'
Crossbow	Heavy	5-25'	26-75'	76-125'	126-175'	176-200'
Crossbow, Hand	Normal, True Flight, Piercing	5-25'	26-75'	76-125'	126-175'	176-200'
Crossbow, Hand	Far Flight	5-40'	41-100'	101-200'	201-250'	251-300'
Crossbow, Hand	Heavy	5-20'	21-50'	51-100'	101-150'	151-175'
Crossbow, Heavy	Normal, True Flight, Piercing	5-40'	41-150'	151-300'	301-400'	401-500'
Crossbow, Heavy	Far Flight	5-50'	51-200'	201-400'	401-500'	501-600'
Crossbow, Heavy	Heavy	5-30'	31-80'	81-150'	151-220'	221-350'
Dagger	-	5-10'	11-20'	21-30'	31-40'	41-50'
Dagger, Throwing	-	5-15'	16-25'	26-35'	36-50'	51-70'
Javelin	-	10-30'	31-85'	86-160'	161-200'	201-260'
Knife <sup>3</sup>	-	5-10'	11-15'	16-20'	21-25'	26-30'
Melee Weapon <sup>1</sup>	-	5-10'	11-20'	21-30'	31-40'	41-50'
Melee Weapon, Hand <sup>2</sup>	-	5-15'	16-25'	26-35'	36-50'	51-70'
Sling	Bullet	10-30'	31-75'	76-100'	101-150'	151-200'
Sling	Rock	10-25'	26-50'	51-75'	76-100'	101-150'
Spear	-	10-25'	26-75'	76-125'	126-175'	176-200'
Throwing Star	-	5-20'	21-35'	36-50'	51-60'	61'-75'

<sup>1</sup> Includes maul, pick, axe, battle axe, war axe, axe hammer, mattock, war hammer, hammer, great axe, hooked net, spear sword and stake staff.

<sup>2</sup> Includes hand axe, hand hammer, and sai.



axe

bastard sword

ball and chain

battle axe

broad sword

bo stick

cat's claws

cestus

parrying dagger

axehammer

cutlass

dagger

throwing dagger

club

flail

gladius

epee'

gaff

foil

great axe

hand axe

halberd (head)

hand hammer

great sword

hammer

hooked net

javelin

katana

long sword

knife

lucern hammer (head)

mace

lance

main guache

metal rod

mancatcher

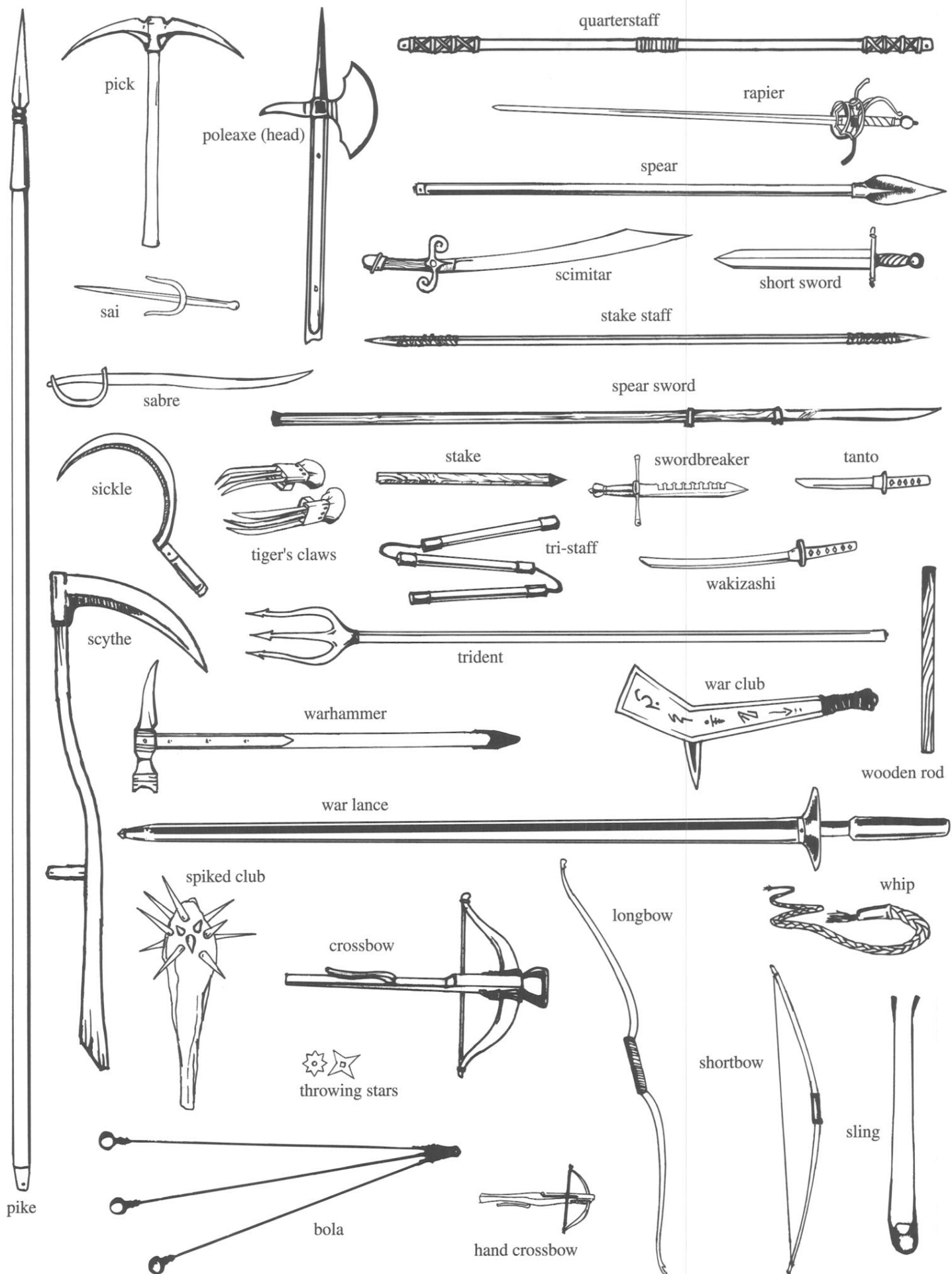
ninja-to

nunchaku

mattock

maul

no-dachi



pick

poleaxe (head)

quarterstaff

rapier

spear

scimitar

short sword

sai

stake staff

sabre

spear sword

sickle

stake

swordbreaker

tanto

tiger's claws

tri-staff

wakizashi

scythe

trident

warhammer

war club

wooden rod

war lance

spiked club

crossbow

longbow

whip

shortbow

sling

throwing stars

bola

hand crossbow

pike



## Hand to Hand Fighting and Grappling

Hand to hand fighting refers to fist fighting and grappling. Grappling is melee combat without weapons, when two opponents physically get ahold of each other and wrestle. Before grappling can begin, one opponent must grab the other. The base chance to strike with a fist or grapple is 10 or better on a d20, modified by any appropriate modifiers to hit and defensive adjustments. A contest of attributes (see Attributes) generally occurs next, with the outcome listed in the tables below. Martial Knowledge moves can be used by characters with the skill, or attempted as common skills by others. The player should familiarize himself with this skill if he wishes to attempt such moves. If the character has actually acquired Martial Knowledge, a skill roll can be made and the amount by which the roll was made may be added to any attribute contest involved in grappling.

### Executing Hand to Hand Combat Moves

Certain moves require that an attacker has executed a successful grapple. Others may be tried as long as the opponents are engaged. In all cases, the combatant(s) spend the necessary time (in seconds) and make the required rolls at the end of the time. As long as a one combatant is not restrained by the success of an opponent's move, the combatants may choose separate moves (the Game Master must deem the situation or move to be reasonable). Escaping can always be attempted. Outside opponents trying to influence a one-on-one match have a -6 modifier to hit an opponent, but will be able to aid in any contest by adding their contest outcomes together.

Move	Time(min)	Requirement	Modifiers	Effects
<b>Grapple</b>	2	10 or better to hit, win a contest of attacker's Strength vs. opponent's Agility	Normal melee	Attacker has grabbed hold of opponent and may now attempt another move.
<b>Choke/Strangle</b>	3	Successful grapple, win a contest of attacker's Strength vs. opponent's Strength	-10% to attacker's contest outcome	2d4 constriction damage to the throat per full 10 seconds of choke hold if successful.
<b>Claw</b>	3(2)	10 or better to hit	Normal melee	Does 1-2 (fingernails required) + Strength damage modifier.
<b>Bite</b>	4(3)	10 or better to hit	Normal melee	Does 1-3 + Strength damage modifier. Small tusks do +1 damage.
<b>Escape</b>	3	Escaper's must win a contest of Agility or Strength vs. opponent's Strength	-	The individual escapes from grappling
<b>Ear Rip</b>	3	Successful grapple, called shot to rip off an ear	-	Does 1d6 damage (ears are 1/10 <sup>th</sup> Endurance areas).
<b>Eye Gouge</b>	3	Successful grapple, called shot to gouge the eye	-	Does 1d4 to opponent's eye (eyes are 1/10 <sup>th</sup> Endurance areas).
<b>Hold*</b>	3	Successful grapple, win a contest of attacker's Strength vs. opponent's Strength or Agility	+10% to the person who is attempting hold.	Simply keeps the opposing player from attacking.
<b>Knee / Elbow</b>	3(2)	10 or better to hit	Normal melee	Does 1 point + Strength damage modifier.
<b>Pin*</b>	5	Successful grapple, win a contest of both Strength and Agility	-	Opponent is held fast and can only escape by winning a contest of strength at -50%.
<b>Punch</b>	2(1)	10 or better to hit	Normal melee	Does 1 point + Strength damage modifier.
<b>Slam</b>	5	Successful grapple, win a contest of attacker's Strength vs. opponent's Strength	Force skill roll is required.	Doubles the damage for throw.
<b>Tackle*</b>	3	Successful grapple, win a contest of attacker's Strength vs. opponent's Agility	Normal melee	Both individuals are on the ground.
<b>Throw*</b>	5	Successful grapple, win a contest of attacker's Strength vs. opponent's Strength or Agility (his choice)	-	Throw is 1' per 10 points of difference in the contest of Strength. It also does 1d4 damage per 10 points of difference.
<b>Weapon attack</b>	Weapon speed	Roll to hit vs. attack skill	Only weapons that are equal to or less than 18" in size can be used while grappling. To do so gives the opponent a +20% to the a pin or hold moves for that round.	As weapon damage.

\* If the attacker fails, the opponent is freed.

### Dancing and Sword Fighting

A lot of great warriors often talk about how watching a good sword-fight (or being in one for that matter) is like watching a beautiful dance and I for one agree whole-heartedly! Well except for the fact that when you dance you usually don't do it while carrying long pointed knives and you usually (except if you're a dwarf) don't wear lots of heavy metal plating. Well... and instead of beautiful music as you twirl your partner around there are lots of noisy people yelling and jeering and saying things like, "hey stick 'em where the sun don't shine." And the blood... can't forget about the blood. There is a lot more blood in a sword-fight (unless you're a Saurian). Oh yeah and the fact that instead of getting a kiss at the end you have to avoid having your partner stick two feet of steel down your throat. On second thought sword fighting is NOTHING like dancing. That has to be the stupidest thing I have ever heard.

Kalin the Warrior on the Similarities between Dancing and Sword Fighting

## Brawling

Combat can start at any time. If the character is bereft of a weapon, he is likely to grab the nearest object or just start wailing away with fists. This table provides combat values for just such a situation. Brawling should not be confused with grappling, which involves direct body to body contact with the opponent.

**Brawling Weapons Table**

Brawling Weapons	Type	Speed	Minimum	Damage
Belaying Pin	Smash	4	2	1d6
Bench	Smash	7	5	3d4
Bottle	Smash	4	2	1d6
Brass Knuckles <sup>1,2</sup>	Smash	2	1	1-3+1
Broken Bottle	Cut	4	2	1d8
Broken Mug	Cut	3	2	1d4+1
Broken Pitcher	Cut	4	3	1d8+1
Chair	Smash	8	4	2d4
Cleaver	Cut	4	2	2d8
Eating Utensil	Cut	3	2	1 point
Empty Keg	Smash	6	3	2d4
Fire Poker	Smash	5	3	2d4+1
Fist	Smash	2	1	1
Foot	Smash	4	2	1-3
Full Keg	Smash	9	5	4d4
Grappling Hook	Smash	6	4	2d6
Headbutt <sup>2</sup>	Smash	5	4	1d4+1
Headbutt Helm <sup>1,2</sup>	Smash	5	4	1d6+1
Hoe	Cut	6	4	2d6+1
Kettle (cooking pot)	Smash	8	4	2d4
Knitting Needle	Thrust	3	1	1-2
Large Rock	Smash	5	3	1d8
Mailed Elbow <sup>1</sup>	Smash	2	1	1-3+1
Mailed Fist <sup>1</sup>	Smash	3	1	1-3+1
Mailed Foot <sup>1</sup>	Smash	4	3	2d4
Mailed Knee <sup>1</sup>	Smash	3	2	1d4+1
Mug	Smash	3	2	1d4
Pitcher	Smash	4	3	1d6+1
Pitchfork	Thrust	6	3	3d4
Platter	Smash	4	2	1d4
Rock	Smash	4	2	1d4+1
Rolling Pin	Smash	4	3	2d6+1
Sap	Smash	3	1	2d4+2
Shield Bash Metal <sup>1</sup>	Smash	5	4	2d6
Shield Bash Wood <sup>1</sup>	Smash	3	2	1d4
Shovel	Smash	5	3	4d4
Skewer (ice pick)	Thrust	3	1	1-3
Skillet	Smash	6	4	3d4
Small rock	Smash	3	2	1-2
Small table	Smash	10	6	3d4
Table leg	Smash	4	2	2d4
Thick Branch	Smash	6	4	2d4

<sup>1</sup> If spiked, item adds +1 die damage and changes type to Thrust.

<sup>2</sup> Item will cause 1 point of damage to attacker's hand/head per hit.

"You don't seem to understand, you smelly Goblin. We do not like your kind here, we do not serve your kind here, and we sure as heck do not want to smell your kind here!," exclaimed Otis, the rather large and portly barkeep.

"Mormagil just want a drink and wait for some friends, not cause any problems here," the larger Goblin stated. A barbaric looking human then approached Mormagil with an axe in his hand. "If the barkeep does not want you here, I suggest you leave now, before somebody gets hurt. Your kind have caused enough pain and suffering in these parts."

"You threaten me?," asked the Goblin, as his hand tightened around a mug on a nearby table.

"Lets just say, you got some options. As sure as my name is Brom, you leave now and you won't be hurt."

"Option this," the Goblin stated, as he threw the mug directly into Brom's face, completely smashing it against his forehead. As Brom tried to recover, Mormagil charged him, throwing his shoulder directly into the barbarian's chest, and tackling him to the ground. Brom tried to move out of the way but Mormagil, obviously being the stronger of the two, caught him square. Mormagil then proceeded to punch Brom in the face twice, whilst the barbarian tried to escape the massive Goblin's weight on top of him.

"Get off of my friend." Mormagil heard, as a chair was broken against his back, knocking him off of the struggling barbarian. As he tried to stand up, a human much smaller than Brom, with a talisman around his neck, attempted to grapple him and slam him back to the ground. Having the weight advantage over his opponent, and being stronger, Mormagil avoided the attack and recovered, standing up. As the Priest named Threndrel regained his balance, he looked up just in time to catch a platter in his face, slammed there from a very dark and disreputable looking dwarf.

"Good timing Hacos," grunted Mormagil, as the rest of Brom's group started approaching. "Now me and you have some fun!"

"Oh no, my tavern!," exclaimed a cowering Otis, behind the bar. "Maybe I should just have given him the drink!"

## Armor and Shields

Inevitably attackers will get around the skill defenses of their opponents. In such cases armor and shields are essential to protect the character from injury or death. Armor protects body areas by subtracting some or all of the damage done from the attack. Shields work the same way, except that a successful Shield Parry must have been made in order to intercept the attack. The amount of damage subtracted from the attack is based both on the type of attack and the protective value of the armor.

### Armor Materials and Values

There are various kinds of armor materials, from everyday clothing to the toughest plate. Each has its own rating, called armor value. Armor will subtract some or all of the damage done from an attack, depending on the type of attack and the armor value of the material. See the facing page for a full explanation of how to determine the amount of damage subtracted from an attack.

Material	Armor Value
Light clothing	1
Normal clothing	2
Heavy clothing/padding	3
Soft leather or thin fur	4
Leather/fur	5
Hardened leather/thick fur	6
Studded leather	8
Wood	10
Lacquered wood	11
Ring mail	12
Chain mail	15
Heavy chain mail	16
Banded mail	17
Scale mail	18
Heavy scale mail	19
Plate	20
Heavy Plate	22

**Studded leather:** Leather with flat metal pieces covering a significant portion of the surface area (at least 60%).

**Lacquered Wood:** An outer layer of shiny armor most often used by Eastern cultures.

**Ring Mail:** Leather or heavy quilt with metal rings sewn on which cover most of the surface area.

**Banded Mail:** Also called augmented mail, this is chain mail with leather bands vertically interwoven through the rings.

**Scale mail:** Uses small metal plates, usually laced together or sewn onto a piece of leather.

**Plate:** Literally large metal plates, shaped to fit specific body regions.

## Types of Damage

Damage is broken into six categories for the purpose of determining how efficiently armor and other materials stop an attack. These types are cut, thrust, pierce, smash, crush and constrict. The first four generally come from weapons (listed in the weapon tables), and the last two are generally the effects of huge creature attacks or extremely heavy objects. Each heading below explains exactly how many points armor will subtract from any given damage total of that type.

### Cutting and Thrusting

Cutting and thrusting damage which exceeds armor value is said to have breached the armor and will create wounds that bleed. Even if it does not breach by exceeding the armor value, it may still do some damage in the form of bruising damage. Total damage is calculated and compared to 1/2 the total armor value. If the damage does not exceed 1/2 the total armor value, then no damage is done at all. If the damage done is greater than 1/2 of the total armor value, but not greater than the full armor value, then only 1/4 of the total damage is done. If the total damage exceeds the total armor value, then 1/2 of the armor value is subtracted from the damage done.

**Example 1:** Brom swings a longsword at his opponent's right arm and does 15 points of damage. His opponent is wearing hardened leather (armor value 8), so the armor will subtract 4 points from the damage, for a total of 11 points.

**Example 2:** Brom thrusts his long sword at his Goblin opponent's neck, and does 22 points of damage. The Goblin's total armor value is 25 (5 for leather and 20 for plate). 1/2 of the total value is 13 (rounded up), so only 1/4 damage is done:  $22 / 4 = 6$  points of damage to the neck.

### Piercing

This type of damage only comes from the high velocity of missile weapons, and creates puncture wounds when exceeding armor value. Damage which does not exceed armor can still create nasty bruises. Total damage is calculated and compared to 1/2 the total armor value. If the damage does not exceed 1/2 the total armor value, then no damage is done at all. If the damage done is greater than 1/2 of the total armor value, but not greater than the full armor value, then only 1/4 of the total damage is done. If the total damage exceeds the total armor value, then only 1/4 of the armor value is subtracted from the damage done.

**Example:** Brom throws his spear into the middle torso of his Goblin adversary, and does 30 points of damage. The Goblin is wearing 20 points of plate over 5 points of leather, for a total armor value of 25; 1/4 of 25 is 7 (round up), and  $30 - 7 = 23$  points of damage inflicted.

### Smashing

Smashing damage is treated a bit differently than the previous types, as smashing weapons are especially good at doing damage through armor. Total damage is calculated and compared to 1/2 the total armor value. If the damage does not exceed 1/2 the



total armor value, then no damage is done at all. If the damage done is greater than 1/2 of the total armor value, but not greater than the full armor value, then 1/2 of the total damage is done. If the total damage exceeds the total armor value, then 1/2 of the armor value is subtracted from the damage done.

*Example 1:* Brom smashes a hapless Goblin over the head with his warhammer, and does 19 points of damage. The Goblin has on a plate helm for 20 points of armor. Brom's damage falls between 11 and 20 (greater than 1/2 of 20 but not greater than 20) so the damage is halved and rounded up for a total of 10 points  $[20 - (1/2 \text{ of } 19)] = 10$ .

*Example 2:* Brom tries again on the next Goblin victim. This time he does 24 points of damage. This Goblin also has a plate helm for 20 points of armor. Brom's damage exceeds 20, so 1/2 the armor value is subtracted (10) for a total of 12 points  $[24 - (1/2 \text{ of } 20)] = 12$ .

## Crushing

Very large or heavy opponents often have a crushing form of attack. Total damage is calculated and compared to 1/4 of the total armor value (in the areas being crushed). If the damage does not exceed 1/4 the total armor value, then no damage is done at all. If the total damage exceeds 1/4 of the total armor value, then 1/4 of the armor value is subtracted from the damage done.

*Example:* The Goblin deity causes a building to fall on Brom's head. The total damage is 40 points. Poor Brom has only his plate helm (20 points), and 40 well exceeds 1/4 of 20 (5). Thus only 5 points are subtracted from the total damage, resulting in a whopping 35 points to Brom's head.

## Constricting

This is a slow form of damage applied once per round. Total damage is calculated and compared to the total armor value (in the first round). If the damage does not exceed the total armor

value, then no damage is done at all. If the damage done exceeds the total armor value, then the total armor value is subtracted from the total damage done. During each consecutive round of constriction, the armor value decreases by 1/2 against that constriction; so in each successive round, the constriction damage is calculated and compared against a continuously decreasing armor value. The total damage is then calculated and compared to this new armor value, and treated as above.

*Example:* A giant boa constrictor drops on Brom the barbarian. It begins constricting the upper torso and his left arm, where he has chain mail, for 15 armor value in both areas. The Boa does 6d6 constriction each round:

*1st Round:* 14 points damage done against 15 armor value = no damage.

*2nd Round:* 16 points against (15/2) 8 armor = 8 points constriction.

*3rd Round:* 20 points damage against 4 armor value = 16 damage.

*4th Round:* 18 points against 2 armor value = 16 damage

*5th and successive rounds:* Armor is only 1 point vs. this attack.

## Hide

Hide is attached directly to a being and thus prevents damage in a different manner. Hide protects against all attacks by subtracting its protective value from all damage types, whether cutting, thrusting, piercing, etc. Thus 5 points of hide always subtracts 5 points from any attack.

## Armor over Hide

If the being has armor over hide, subtract the appropriate damage by the damage type and armor value, then subtract the hide. For example, a character has 5 points of armor over 5 points of hide, and is hit by a 10 point cutting attack. The armor will subtract 3 points first, then the hide will stop 5, for a total of 8 absorbed.

## Damage Type Versus Armor Value

### Summary

	Damage exceeds 1/4 but not 1/2 Armor Value	Damage exceeds 1/2 but not Full Armor Value	Damage exceeds Full Armor Value
<b>Cutting/ Thrusting</b>	no damage	1/4 damage	damage - 1/2 armor value
<b>Piercing</b>	no damage	1/4 damage	damage - 1/4 armor value
<b>Smashing</b>	no damage	1/2 damage	damage - 1/2 armor value
<b>Crushing</b>	damage - 1/4 armor value	damage - 1/4 armor value	damage - 1/4 armor value
<b>Constricting</b>	no damage	no damage	damage - current armor value*

\* armor value is halved each consecutive round.



## Layering Armor

Most characters are armored differently, but all try to protect the weakest spots on the body: the head, neck, forearms and shins. Most characters, especially warriors, will want better protection than this. A character is allowed to wear up to three layers of armor on his body. The innermost layer is referred to as the first layer, the middle layer is referred to as the second, and the outermost layer is referred to as the third. The 1st layer must always be flexible. Each additional layer can only be placed over a material which is at least as flexible or more flexible than itself (with the exception that rigid armor cannot be placed onto other rigid armor). The following illustrates the possible combinations that the layering system allows, starting from the first layer and moving outward:

Armor Layer Configuration Table

First Layer	Second Layer	Third Layer
Flexible	None	None
Flexible	Flexible	None
Flexible	Flexible	Flexible
Flexible	Flexible	Semi-flexible
Flexible	Flexible	Rigid
Flexible	Semi-flexible	None
Flexible	Semi-flexible	Semi-flexible
Flexible	Semi-flexible	Rigid
Flexible	Rigid	None

**Flexible:** Flexible armor can be any fur, clothing, padding, hide (such as dragon or wyvern), or leather armor.

**Semi-Flexible:** Semi-flexible armor can be any hardened or studded leather armor, any type of chain, banded or scale armor. Semi-flexible armor restricts the character's movement, but only slightly.

**Rigid:** Rigid armor can be any plate, heavy plate, wood, or any articulated armor such as plate gauntlets. Rigid armor is defined as any type of armor that greatly restricts the character's movement because it does not give.

A typical suit of armor might consist of a hardened leather suit covered by a suit of heavy chain, with a suit of plate or heavy plate worn over the other two layers. The following additional rules affect the layering of armor:

- 1) If a type of armor that is restricted by the character's class is worn, the character gains no experience and may not use non-combat class skills.
- 2) A few suits allow two sections of rigid armor because they do not touch. A wooden or plate skirt does not touch the thighs, but still protects them. The Game Master will determine if a new suit design meets these requirements.
- 3) Certain materials, when layered, will rub and wear themselves out over a period of time. Anything worn over leather, for example, will wear the leather armor out over time (this is why padding is preferred as the first layer in most suits). The

amount of time is decided by the Game Master, but 1 point of armor damage to each layer per week is recommended.

4) Some pieces of armor come with their own padding or flexible layer built in, such as skull caps and some gauntlets. In these cases, it is acceptable to use one layer of rigid armor against the body. The GM is the final judge in such matters.

## Shields

Shields can be made of any wood or either type of plate. Primitive shields can be made by stretching leather over a rigid frame. Shields armor values are determined by material type. Shields can be worn over armor and will protect as an additional 4th layer.



## Magical Armor

Magical armor is armor which has a bonus either from a magical effect or because it has been made from a magical metal. This magical bonus (such as "+2") is applied as a negative number to the wearer's defensive modifier. Additionally, magical armor requires double the armor value to be penetrated. Thus, magical plate mail protects for 40 points. Damage does not accumulate on magical armor; however, if the armor is hit hard enough it may lose its enchantment. For each point of damage done to magic armor over its armor value, it stands a 1% chance of losing its magic and becoming brittle and worthless. Thus, if a suit of magic plate took 60 points of damage, it would stand a 20% chance of losing its Enchantment.

## Rules Expansion for Permanent Damage to Armor and Shields

When weapons, armor, shields, or any other materials are struck in combat, they will absorb a certain amount of punishment before themselves taking damage. If the material is a shield, armor, or armor-like, it will suffer a reduction in armor value. The reduction in armor value is based on the type of damage done to the material. In the fractions below, the left number shows the reduction in armor value each time the amount of damage to the right is done to the material.

### Damage to Armor and Shields

Material	Armor Value	Cut	Thrust/Pierce	Smash/Crush	Constrict
Light clothing	1	1/2	1/5	1/20	1/20
Normal clothing	2	1/2	1/5	1/20	1/20
Heavy clothing/padding	3	1/3	1/5	1/20	1/20
Soft leather or thin fur	4	1/3	1/5	1/20	1/20
Leather/fur	5	1/5	1/5	1/20	1/20
Hard leather/thick fur	6	1/5	1/5	1/20	1/20
Studded leather	8	1/5	1/5	1/20	1/20
Wood	10	1/10	1/10	1/10	1/10
Lacquered wood	11	1/10	1/10	1/10	1/10
Ring mail	12	1/10	1/10	1/20	1/20
Chain mail	15	1/15	1/15	1/15	1/20
Heavy chain mail	16	1/15	1/15	1/15	1/20
Banded mail	17	1/15	1/15	1/15	1/20
Scale mail	18	1/15	1/15	1/15	1/20
Heavy scale mail	19	1/15	1/15	1/15	1/20
Plate	20	1/20	1/20	1/20	1/25
Heavy Plate	22	1/20	1/20	1/20	1/25

For example, if a character wearing a plate helm gets hit for 44 points of cutting damage in the head, in addition to the fact that he takes 24 points of damage to the head, the armor value of his helm will also be reduced by 2 points. This is because for every 20 points of cutting damage done to plate, it reduces in armor value by 1 point. When armor value reaches 0, the piece is ruined.

When dealing with layers, damage is applied to the outer layer only unless it is penetrated. In this case, damage is divided as equally as possible among the layers, with the outer layer taking the remainder of the damage. When armor is pierced, every layer takes a minimum of 1 point of armor damage, regardless of the table above.

### Damage to Weapons

When weapons are used to parry vs. attacks which do cutting or smashing damage, the weapon itself may be harmed or even broken. No matter what the damage type, a weapon will only take damage if its object threshold is exceeded. Unlike armor, however, which is designed to take continuous punishment, weapons may break if their object threshold is exceeded. Each weapon has a weapon strength (listed in the weapon tables), which is the basic equivalent to Endurance for a living being. Any damage which exceeds the object threshold of a weapon is applied to the weapon strength of that weapon. If this excess damage is equal to or greater than the weapon strength of the weapon, it actually breaks. Any damage left over is dealt to the unfortunate victim attempting the parry. Each time a weapons object threshold is exceeded without breaking the weapon, the weapon strength drops by 1, until it is repaired or mended in some way. Thus, continued damage can eventually ruin a weapon. Soft parries (see Weapon Parry) are useful against heavy weapons, as they do not directly take the force of the blow, and thus reduce damage by 1/2. Other non-weapons and objects may break or suffer permanent damage when struck, and the following table can be used for them as well:

### Damage to Weapons and Normal Materials

Material	Object Threshold	Examples
Glass/Fired clay	1	Bottle
Ceramic	2	Vase
Cloth	2	Thin rope
Leather	5	Saddle, whip
Wood	10	Plank, broom handle
Hard Wood	20	Wooden rod/ staff
Metal reinforced/shod wood	25	Iron shod quarterstaff
Cast Metal	30	Metal rod, Axe head
Forged Metal	35	Short sword (most metal weapons), heavy door
Tempered Metal	40	Katana

*Example:* Hargus the Ogre brings his Warhammer down upon his opponent, Orwynn, doing 60 points of damage. Orwynn successfully parries the blow with his longsword. The damage is greater than the object threshold of the weapon (35), but the remaining damage (25) does not exceed the weapon strength of the longsword (45). Thus Orwynn's Weapon holds, but the weapon is damaged, reducing it's weapon strength to 44. Hargus swings once more and does a devastating 85 points of damage. Orwynn parries once more. This time the weapons object threshold is exceeded, by a full 50 points. This will break Orwynn's sword, and he himself takes the remaining 6 points.

Non-weapons use the same table to determine object thresholds; however, their resilience is measured by a value called object strength. Also, instead of taking only one point of damage, all of the remaining damage above the object threshold is applied to the object strength of the item, as most objects are generally not designed to take severe punishment. Object strength values vary widely, and aside from weapons (whose strength values are listed on the weapon tables) these numbers are determined from the GM's best judgment. A thorough list can be found in the Master's Manual. Object thresholds are not listed on the weapons table because the quality and material of weapons varies widely; the GM should tell you what type material a specific weapon is made from.

A hard or rigid object takes 1/2 the damage done when striking a surface back to itself. The damage is applied to the object threshold to see if it breaks.

*Example:* Rubus the Innkeeper strikes a Bandit with a vase. The vase has an object threshold of 2 and an object strength of 2. Rubus does 8 points of damage to the Bandit with the vase. Because it is rigid object, the vase takes 1/2 of that damage (rounded up). The vase takes 4 points of damage, which exceeds its object threshold and object strength, so the vase shatters.

### Damaging Hide

For all practical purposes however, hide does not lose any armor value from a normal attack, as it is attached to the being. A called shot can be made, however, to hit a part of the hide which has been penetrated within the same day, or until the endurance of the body area that it protects has been healed to normal. Scaled hide (such as the Saurians) is damaged when metal armor is worn, at the rate of 1 point per day. This effect occurs even if the armor is worn in layers. Hide can also be damaged or removed by intentional flaying (slow cutting of the skin). Acid also damages hide; 2 points of acid damage will destroy 1 point of hide. Wounded or damaged hide returns at 1 point per day.

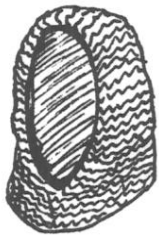
## Armor Body Coverage



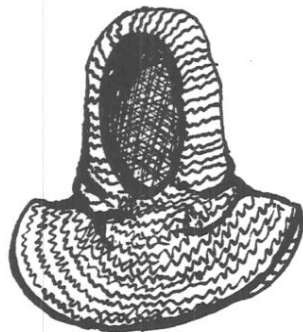
*Helm:* Head.



*Composite Helm:* Head and neck.

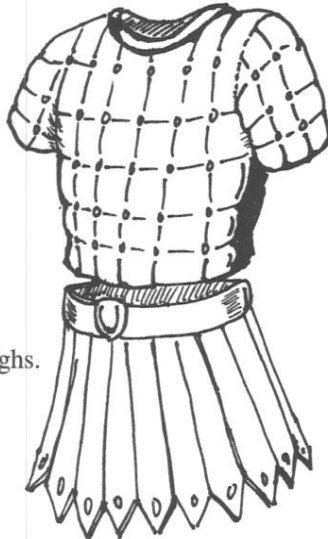


*Head Gear:* Head and neck.

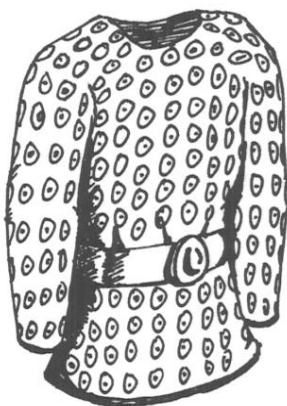


*Full Head Gear:* Head, neck and shoulders.

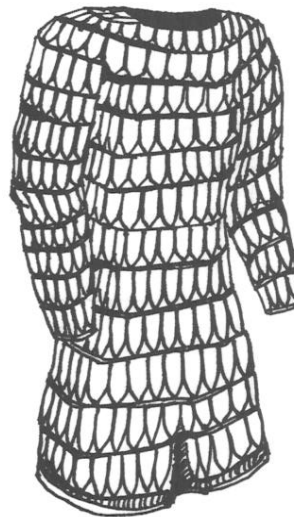
*Half Shirt:* Upper torso, middle torso, upper arms.



*Long Skirt:* Lower torso and thighs.

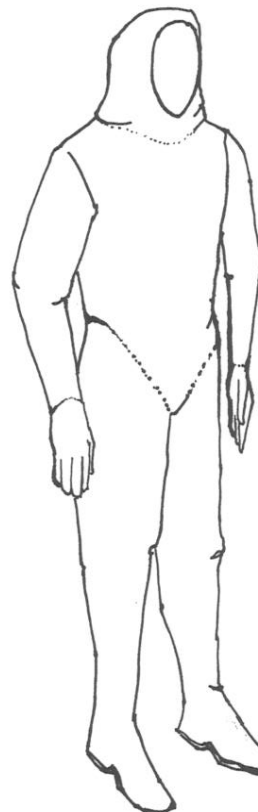
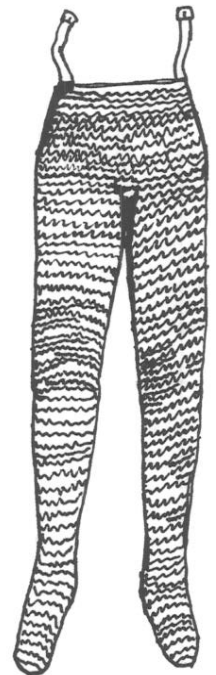


*Full Shirt:* Upper torso, middle torso, lower torso, shoulders, upper arms, forearms.



*Long Shirt:* Upper torso, middle torso, lower torso, shoulders, upper arms, forearms, thighs.

*Leggings:* Lower torso, thighs, shins, feet.

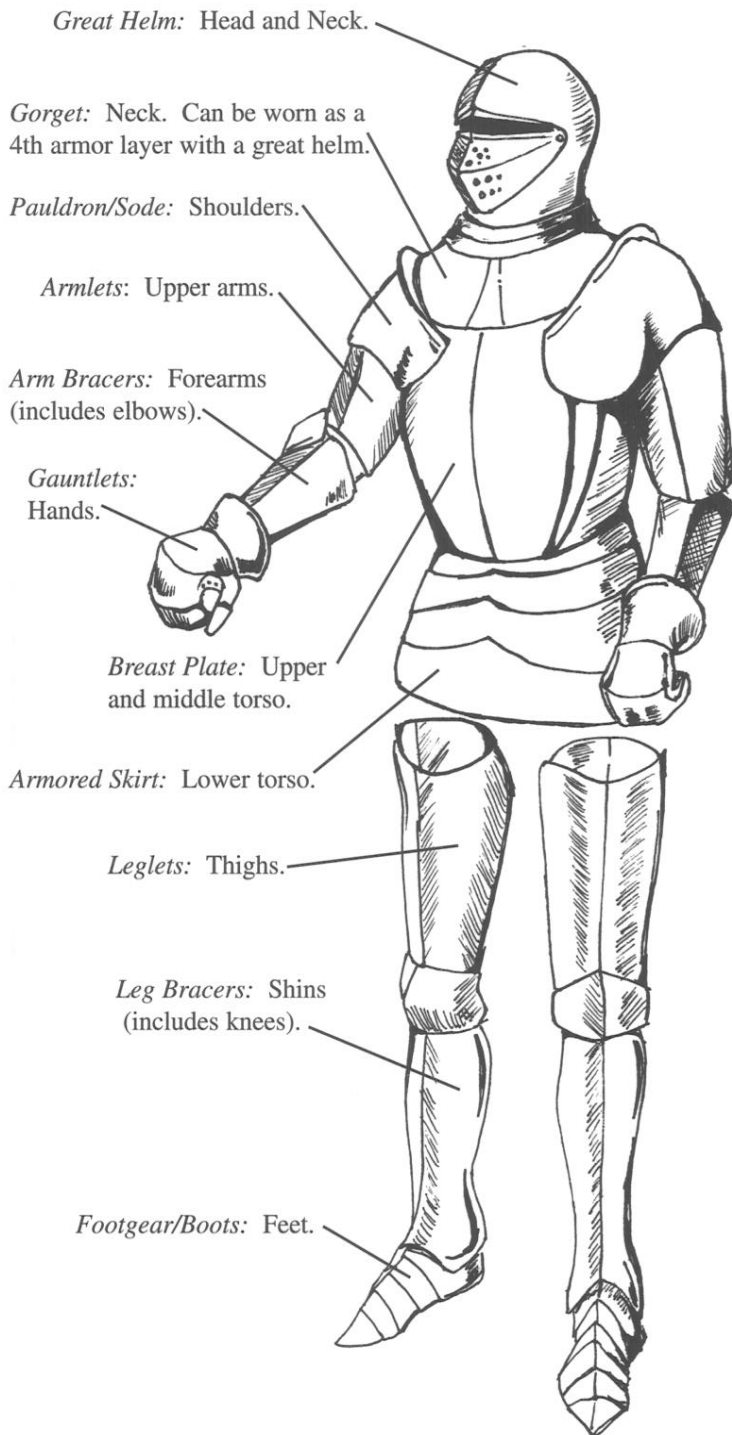


*Body Suit:* All body areas.



*High Boots:* Feet and shins.





**Articulated Armor:** Any rigid material can be made into small attached pieces, through a process called articulation. This technique allows for increased mobility and flexibility in combat. Any piece of armor listed on the Armor Combat Modifier Table will lose its weapon speed and Initiative penalties. Articulation increases the cost of any armor piece by x3. Breastplates, helms, and gorgets cannot be articulated.

## Shields

The skill Shield Parry allows the character to block incoming attacks with a successful skill roll. However, no skill roll is needed to block attacks to any areas which are automatically protected. A soft parry (see Shield Parry) can still be rolled to reduce the damage by one-half, but the skill roll cannot be failed. Automatically protected areas are as follows:

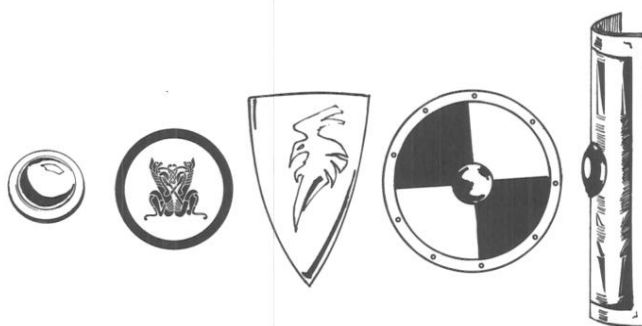
**Shield, Body:** One upper arm, one shoulder, one forearm, one hand, one thigh, one shin, one foot.

**Shield, Buckler:** Either one hand or one forearm.

**Shield, Large:** One shoulder, upper arm, forearm, hand.

**Shield, Medium:** One hand, forearm, upper arm.

**Shield, Small:** One hand and forearm.



Armor Combat Modifier Table

Item	Type	Combat Skills**	Def. Adj	Init.	Weapon Speed
Armlets	Heavy Plate	-5%	-	-	-
Armored Skirt	Heavy Plate	-5%	+1	+1	-
Body Suit	Banded Mail	-10%	+2	+1	+1
Body Suit	Chain Mail	-	+1	+1	-
Body Suit	Heavy Chain Mail	-5%	+2	+1	+1
Body Suit	Heavy Scale	-20%	+3	+1	+2
Body Suit	Scale	-15%	+2	+1	+1
Breastplate	Heavy Plate	-10%	+1	+1	+1
Breastplate	Plate	-10%	+1	+1	+1
Footgear	Heavy Plate	-	+1	+1	-
Full Headgear	Heavy Scale	-5%	+1	-	-
Full Shirt	Banded Mail	-	+1	+1	+1
Full Shirt	Heavy Chain Mail	-	+1	-	-
Full Shirt	Heavy Scale	-10%	+2	+1	+1
Full Shirt	Scale	-5%	+1	+1	+1
Gauntlets	Heavy Plate	-5%	-	-	+1
Gauntlets	Plate	-5%	-	-	+1
Great Helm*	Any Plate	-5%	+2	+1	-
Leggings	Banded Chain	-	+1	-	-
Leggings	Scale Mail	-	+1	+1	-
Leggings	Heavy Scale	-5%	+2	+1	-
Leglets	Heavy Plate	-	+1	+1	-
Leglets	Plate	-	+1	+1	-
Long Shirt	Banded Mail	-5%	+1	+1	+1
Long Shirt	Chain Mail	-	+1	-	-
Long Shirt	Heavy Chain Mail	-5%	+1	+1	+1
Long Shirt	Heavy Scale	-15%	+2	+1	+1
Long Shirt	Scale Mail	-10%	+2	+1	+1
Long Skirt	Heavy Plate	-10%	-	+1	-
Long Skirt	Plate	-5%	-	+1	-

\*Great helms give +5 to armor value; thus plate great helms are worth 25, heavy plate great helms are worth 27.

\*\* This penalty can be applied to the skills Move Unheard and Move Unseen if the GM feels it is appropriate, even though they are not combat skills.

**Notes:** The above table shows the penalties to combat skills, defensive adjustment, initiative, and weapon speed, for using certain types of armor in combat. The effects listed are additive. All armor parts are added to produce the total adjusted combat modifiers.



## Resolution

When attacks have successfully damaged a being, the effects of this damage will need to be assessed on the body areas of the being himself. All damage is applied when hits are made, but it is not generally until the end of the combat round (during the Resolution stage) that the Game Master will check the injuries of all combatants to see if any of them are debilitating. Fatigue is applied during resolution if the opponents have been fighting for extended periods of time. All spells or actions that have continuing effects from the previous round (storm type spells, a character is on fire, etc.) are also applied during this stage. After resolution, if opponents still wish to fight, initiative is rolled again a new combat round begins. Note that Resolution does not reset any negative effects; characters must continue on and assess their wounds or other effects again during the next Resolution phase.

## Damage Effects on the Body

The body is divided into areas, and each area has its own endurance rating, based on the attribute characteristic Endurance. Damage done to a specific body area is subtracted from the endurance for that area. As long as this does not cause the endurance for that region to drop to 0, the area is considered injured but still functioning. When an area has dropped to or below 0, however, the character must make a Vitality save to stay conscious (for vital areas), or maintain use of the body area (for non vital areas). A penalty is applied to this save by subtracting 5% for each and every point of damage under 0. A character can further be reduced to a negative value equal to, but not exceeding, his Vitality, without dying (for vital areas) or losing the area completely (for non-vital areas). The effect can be embellished depending on the type of damage and how graphic the Game Master wishes to be. For example, cutting attacks sever or nearly sever; smashes, crushes, and constricts are said to shatter bone and pulverize muscle, and thrusts and pierces are said to have shattered bone or cut tendons. Vitality saves are actually made at the end of the combat round, during the Resolution phase, and must be made in each consecutive phase thereafter, until the area's Endurance has been brought positive again. The effects are immediate, however, for areas which are reduced to negative Vitality (0 minus Vitality). Vital regions also have a special percentage afforded to them, which may indicate that an especially devastating effect has occurred. These are listed in the special injury effects section.

## Shock

Characters can go into shock either by total damage exceeding Endurance x3 (to the whole body) or by loss of a limb. Once a character goes into shock, the effects listed on the shock effects table below will continue until the total damage for the character drops back below three times Endurance. During this time, the character still must keep making Vitality saves (at -5% per point below 0) for all negative vital areas, or go unconscious.

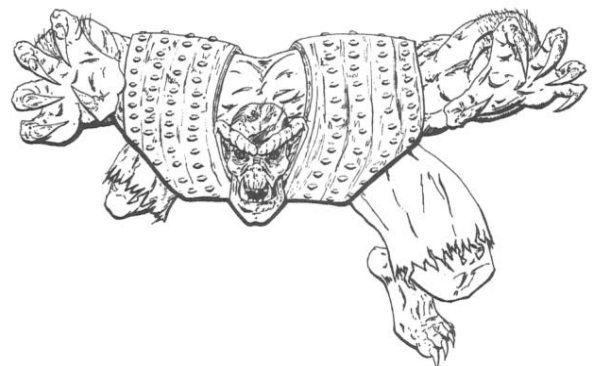
Shock effects vary depending on how high the character's Vitality rating is. When a being sustains more than double his shock value, a Vitality save is made once per minute, until the total amount of damage is reduced back below this value. If the beings fails a Vitality save in this case, then death occurs.

## Effects of Shock

Vitality	Effect
5-10	Character faints, and loses 2-5 points per minute in each wounded area until healed. An Endure roll keeps the character from fainting, but he can only speak incoherently.
11-14	Character is unable to stand up or move. Loses 1d4 points per minute to all wounded areas until healed. An Endure roll will allow a character to stand and move. Endure would also allow for invoking or spell casting, but a Vitality save would have to be made for each attempt.
15-19	Character is able to stand or move but loses 1-3 points per minute to all wounded areas until healed. An Endure roll will allow the character to stand and fight, as with a 20-24 Vitality. Endure would also allow for invoking or spell casting, but a Vitality save would have to be made for each attempt.
20-24	Character can stand and fight but loses 1d6 points to all areas while fighting until healed, assessed during each resolution stage. If the character is inactive, he loses only 1 point per minute to all areas until healed. Invoking or spell casting is allowed with a Vitality save being made for each attempt.
25+	Immune to Shock.

## Sub Body Areas

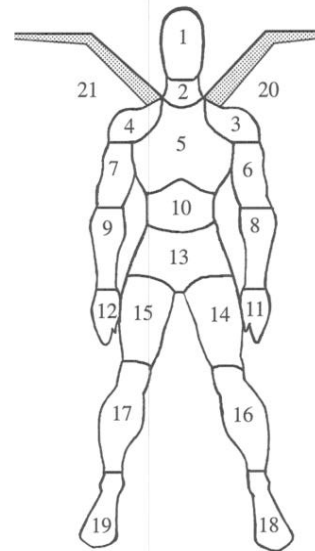
Sub body areas not mentioned on the body charts (fingers, toes, eyes, brain, liver, etc.) are all considered to be 1/10th endurance for purposes of damage calculation, and are destroyed when they reach 0. Therefore a dagger through an eye of someone with 20 Endurance only needs to do 4 points to kill the person (2 to get through the eye and 2 to do enough to the brain to cause it to cease operation). The sub areas may only be hit with a called shot. If a sub area is lost, the general body area loses an amount of endurance equal to the loss of the sub region. For example, if a finger was lost on a character with a 20 Endurance, the region would be lowered by 2 points.



## Humanoid and Avian Body Chart Table

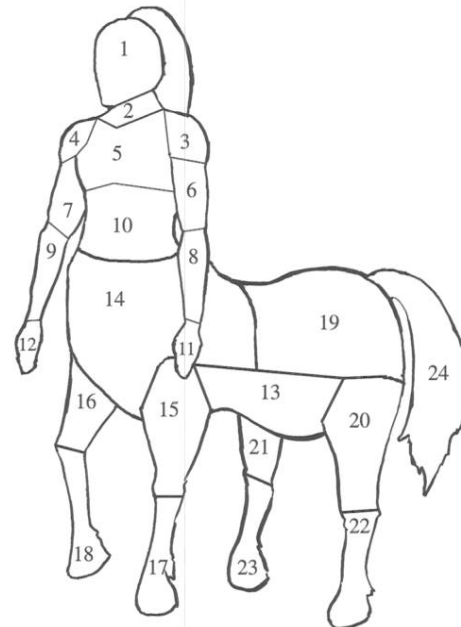
No.	Body Area	Abbr.	Endurance	Type
1	Head	Head	x1	Vital
2	Neck	Neck	x1/2	Vital
3	Left Shoulder	LShd	x1	Limb
4	Right Shoulder	RShd	x1	Limb
5	Upper Torso	UTor	x2	Vital
6	Left Arm	LArm	x1	Limb
7	Right Arm	RArm	x1	Limb
8	Left Forearm	LFrM	x1/2	Limb
9	Right Forearm	RFrm	x1/2	Limb
10	Mid Torso	MTor	x1	Vital
11	Left Hand	LHnd	x1/2	Limb
12	Right Hand	RHnd	x1/2	Limb
13	Lower Torso	LTor	x2	Vital
14	Left Thigh	LTgh	x1	Limb
15	Right Thigh	RTgh	x1	Limb
16	Left Shin	LShn	x1/2	Limb
17	Right Shin	RShn	x1/2	Limb
18	Left Foot	LFt	x1/2	Limb
19	Right Foot	RFt	x1/2	Limb
20*	Left Wing	LWng	x1	Limb
21*	Right Wing	RWng	x1	Limb

\*These areas apply only to Avians.



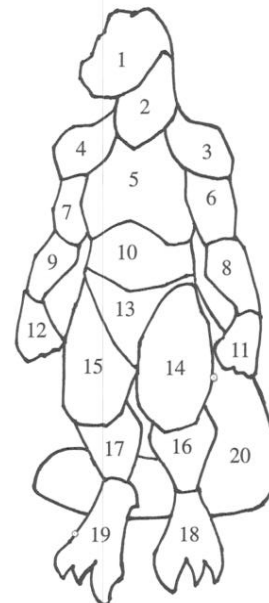
## Centaur Body Chart Table

No.	Body Area	Abbr.	End.	Type
1	Head	Head	x1	Vital
2	Neck	Neck	x1/2	Vital
3	Left Shoulder	LShd	x1	Limb
4	Right Shoulder	RShd	x1	Limb
5	Upper Torso	UTor	x2	Vital
6	Left Arm	LArm	x1	Limb
7	Right Arm	RArm	x1	Limb
8	Left Forearm	LFrM	x1/2	Limb
9	Right Forearm	RFrm	x1/2	Limb
10	Middle Torso	MTor	x1	Vital
11	Left Hand	LHnd	x1/2	Limb
12	Right Hand	RHnd	x1/2	Limb
13	Underbelly	UBelly	x1	Vital
14	Forequarters	ForQ	x2	Vital
15	Left Foreleg	LFLg	x1	Limb
16	Right Foreleg	RFLg	x1	Limb
17	Left Foreshin	LFShn	x1/2	Limb
18	Right Foreshin	RFShn	x1/2	Limb
19	Hindquarters	HndQ	x2	Vital
20	Left Hindleg	LHlg	x1	Limb
21	Right Hindleg	RHlg	x1	Limb
22	Left Hindshin	LHshn	x1/2	Limb
23	Right Hindshin	RHshn	x1/2	Limb
24	Tail	Tail	x1/2	Limb



## Saurian Body Chart

No.	Body Area	Abbr.	Endurance	Type
1	Head	Head	x1	Vital
2	Neck	Neck	x1	Vital
3	Left Shoulder	LShd	x1	Limb
4	Right Shoulder	RShd	x1	Limb
5	Upper Torso	UTor	x2	Vital
6	Left Arm	LArm	x1	Limb
7	Right Arm	RArm	x1	Limb
8	Left Forearm	LFrM	x1/2	Limb
9	Right Forearm	RFrm	x1/2	Limb
10	Middle Torso	MTor	x1	Vital
11	Left Hand	LHnd	x1/2	Limb
12	Right Hand	RHnd	x1/2	Limb
13	Lower Torso	LTor	x2	Vital
14	Left Thigh	LTgh	x1	Limb
15	Right Thigh	RTgh	x1	Limb
16	Left Shin	LShn	x1/2	Limb
17	Right Shin	RShn	x1/2	Limb
18	Left Foot	LFt	x1/2	Limb
19	Right Foot	RFt	x1/2	Limb
20	Tail	Tail	x2	Limb



## Special Injury Effects

In addition to the normal Endurance and Vitality rules, the following rules apply in special cases:

### Blows to the Head

When someone is struck in the head, they have a 2% chance per point of damage done of being knocked unconscious for 1d6 minutes. This only occurs if the victim has a brain case.

Determined during resolution.

**Blinding:** Piercing or thrusting damage done to the direct front of the face may blind one of the victim's eyes. The chance is 1% per point of piercing damage done. This only occurs if the victim has visual organs.

### Blows to the Neck

A strike to the neck gives a 1% chance per point of damage done of hitting the windpipe. This will send the victim into shock causing him to be unable to talk. If aid is not rendered, the victim will suffocate in 1d4+1 minutes. The skill Chirurgeon will allow for the practitioner to open the windpipe to allow for breathing. Determined during resolution.

### Blows to the Upper Torso

A strike in the upper torso gives a 1% chance per point of damage done of collapsing a lung. This will cause the victim to lose 5d4 seconds and be reduced 6 levels of fatigue. This only works against victims who have lungs or other respiratory organs. The fatigue will last until the lung is expanded through healing the upper torso. Determined during resolution.

### Blows to the Mid Torso

A strike in the mid torso gives a 1% chance per point of damage done of knocking the wind out of the victim. This is a slang term for a humanoid temporarily being unable to breathe after being struck in the solar plexus. This leaves the being gasping for breath for 5d4 seconds. If a called shot is made to the solar plexus, and over 10 points of damage is done, this effect is automatic. This only works against victims who have lungs or other respiratory organs and a diaphragm. Attacks from the rear are considered to have hit the kidneys, and the effects are identical to groin shots (see below). Determined during resolution.

### Blows to the Lower Torso

A strike in the lower torso gives a 1% chance per point of damage done of hitting a sensitive area such as the groin or bladder. Groin shots cause victims with external sex organs to be unable to take non-defensive action because of pain for 5d4 seconds, and during this time they suffer 6 levels of fatigue. The fatigue goes away after the duration of the effect ends. Determined during resolution.

## Losing the Use of a Limb

Vitality saves must be made in every resolution stage for body areas damaged below zero. If the save for a limb is failed in the first Resolution stage, the bone (if any) was considered to have been broken in the attack. In any case, when the save is failed, if the limb was a manipulator (hand, tentacle, etc.), then whatever it was holding is dropped, and the manipulator fails to respond to the wishes of the being. If the limb was a movement limb (foot, shin, thigh, etc.), then movement is slowed by an appropriate percentage of the total such limbs. For example, if there are two such limbs, loss of one reduces movement by 1/2, and the being will need aid to walk. If there are four such limbs, then movement is only slowed by 1/4. Loss of a movement limb requires an Agility save to keep from falling when the being tries to stand for the first time. Failure of this save indicates the being has collapsed and may have difficulty regaining a standing position. The being then must make a Strength save and needs a crutch to get to standing position. Any being with two or more active movement limbs can get to a standing position with a simple Strength save.

## Getting a Weapon Stuck in an Opponent

Any thrusting or piercing weapon which does 10 points of damage or more is considered to be stuck in the opponent. Removing the weapon takes a Strength save and requires 1/2 the modified weapon speed to be spent. Serrated weapons take their normal weapon speed. Alternately, twisting or pushing can be done.

## Twisting/Pushing a Weapon in an Opponent

Combatants who have just penetrated a character's armor with at least 10 points of thrusting or piercing damage, can leave the weapon in the wound and twist it, doing damage again every 3 seconds of twisting. For missiles, attackers within 10' can grab the missile (roll of 10 or higher, all modifiers included) and twist it as well. Damage done is not normal weapon damage, but is 3d4 for arrows, quarrels and knives, 2d8 for daggers and wakizashis and 3d6 for spears or heavier weapons (plus strength bonus). Any barbed weapon does an additional 1d4 points of damage. Attackers doing this are +4 to be hit, as they are occupied twisting the weapon. A wounded individual can pull free of the weapon, after winning a contest of Strength, in 1d4+1 seconds. Forcing a weapon that has penetrated does triple damage for the twist, and adds 2 seconds to the twisting time (see the skill Force).

## Removing Bolts or Arrows

A pierced individual can take 1d4 seconds and remove a missile weapon or projectile. Removing bolts or arrows from a wound causes 1d6 damage to the area, unless a successful Chirurgeon roll is made, then only one point of damage is inflicted.

## Powerful Blows

### Fatigue

Any blow which does over 1/2 the body's normal endurance in damage requires a Vitality save, or 1 level of fatigue occurs (see Fatigue).

### Knock Back

When a combatant is struck for 100 or more points of damage, he will be thrown backwards 1' per 2 points over 100 damage, unless a Strength save is made. The Strength save is made at -1% per point of damage over 100, and +5% for every 100 lbs. of the attacker. Even if this Strength save is made, Knock Down rules still apply.

### Knock Down

Anytime a combatant is struck for 50 or more points of damage she must make an Agility save to avoid falling down. The Agility save is made at -1% per point of damage over 50, and at +5% for every 50 lbs. of the attacker.

## Non-Weapon Damage Effects

### Exposure

For the purposes of protection in the cases below, "exposure" is considered to be any armor value of less than 5 points.

### Fire and Heat Damage

Fire can cause damage to living beings and flammable things they engulf. Exposure to fire causes damage based on the intensity of the fire. This includes flesh, wood, leather, clothing, paper, etc. Magic armor will absorb all damage if the armor's Magic Resistance is successful.

Fire Intensity	Damage per 10 seconds of exposure
Inferno	4d6
Extreme	3d6
Moderate	2d6
Light	1d6

Metallic armor will reduce heat and fire damage by half in any area. Leather, padding, clothing, and hide will reduce heat and fire damage on a 1 per 1 basis (5 points of leather stops 5 points of fire damage).

**Oil:** A pint of lit oil will cover a 3' diameter area and be of extreme intensity the first 10 seconds, moderate the next 10 seconds and light the next 10 seconds. It will extinguish thereafter unless other flammable materials have caught fire. If oil is lit and thrown in a breakable container at a living target, it will strike a random area and one random area adjacent to the first area struck. Damage is applied to both areas as listed above. If the outer layer of armor is leather, wood or clothing this layer will catch fire and continue to burn (light intensity) after the oil is consumed.

**Grease/Pitch:** Will burn for 3d6 x 10 seconds, but will burn moderately for half this time and light for the remaining period. Grease will not do damage to a target if thrown in a breakable lit container, as it will not spread evenly enough. It will essentially remain as a greasy glob on anything it hits, burning only the outer side of the glob and doing negligible damage. Pitch however will burn for 10 seconds without doing damage and thereafter damage begins being applied to the target as listed above. Pitch will catch leather, wood, or clothing on fire after the first 10 seconds.

### Cold Damage

Metallic armor will reduce cold or ice damage by half in any area. Leather, padding, clothing, and hide will reduce cold and ice damage on a 1 per 1 basis (5 points of leather stops 5 points of cold damage). Magic armor will absorb all damage if the armor's Magic Resistance is successful.

### Electrical Damage

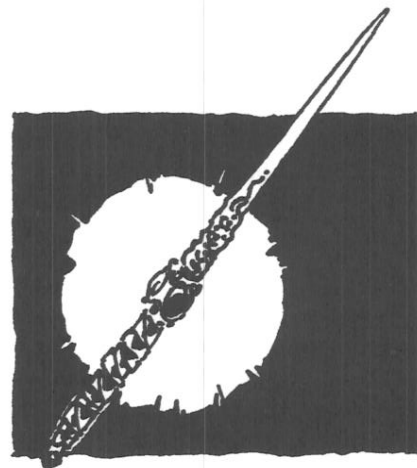
Beings in metal armor take +1 per die of damage done to an area from electricity. Leather, padding, clothing, and hide will reduce electrical damage on a 1 per 1 basis (5 points of leather stops 5 points of electrical damage). Magic armor will absorb all damage if the armor's Magic Resistance is successful.

### Acid Damage

All forms of non-magical armor and protection will stop acid damage on a 1 per 1 basis. However, for every point of damage done by the acid, 1 point is reduced from the armor value of the armor. Magic armor will absorb all damage if the armor's Magic Resistance is successful.

### Heart Attack

Certain circumstances listed in this book are said to cause a heart attack. This is treated as follows: 6d6 damage to the upper torso. No actions may be taken for 1d4 minutes. The character must make a Vitality save or lose 1 point from his Vitality rating permanently.





## Healing and Recovery

After combat has ended, any saves which were made for injuries during resolution now must be made at the rate of one per minute. In addition, any open wounds will lose endurance from bleeding, unless the bleeding is stopped. Healing can be accomplished in a variety of ways. Any wounds which are not fully healed will need to be checked daily to see if they heal or worsen.

### Recovering from Shock

To come out of shock, the character must have enough damage healed from all areas of the body to bring his damage below Endurance x3. If he is in shock from damage done to one region, that region must be healed up above negative Vitality. An alternate way to bring someone out of shock is with the skill Chirurgeon, by stopping blood loss and then covering the victim in blankets (a successful skill roll must be made).

### Blood Loss

Any open wound will have blood loss, equating to 1d4 lost Endurance points per minute. Points lost are compared against the character's overall Endurance as opposed to the Endurance for one specific region. When a character reaches 0 Endurance he will appear very pale (or lighter than normal) and must begin making Vitality saves to avoid unconsciousness. For each point under 0 there is a -5% penalty to the Vitality save. If overall Endurance goes below the character's negative Vitality from blood loss, the heart stops beating and he dies. Lost Endurance from blood loss is replaced quickly at twice the normal healing rate. Heavy wounds are considered those where Endurance for the body area has gone below 0, and cause 1d6 lost Endurance per minute. Heavy wounds in the thigh, neck or upper torso are said to have struck a major artery and have a bleeding rate of 1d6 lost Endurance points per 10 seconds.

### Stopping Blood Loss

**Binding Wounds:** This is done to stop bleeding or further damage to bleeding wounds. This may be done once per area, per combat. This takes 20-50 seconds per bind, and will restore 1d4+1 Endurance to the character in that area. Binding wounds may only be done to those wounds which have broken the skin, such as piercing, cutting, or thrusting damage (see damage types). Smashing, crushing, or constrictive attacks create bruises (hematomas) and cannot be bound (to determine the type of wound that a weapon created, see damage types). Heavy arterial wounds cannot be bound with medieval technology.

**Cauterization of Wounds:** The searing a wound shut with intense heat, cauterization, stops bleeding in all areas but the neck. Cauterization does 1-3 points of damage, and each time a wound is treated in this way the character must make a Will Force save to keep from passing out from pain. Heavy neck wounds cannot be cauterized under these circumstances, and can only be magically healed.

## Methods of Healing

Binding wounds

Cauterizing wounds

Class Skills: *Healing*

Social skills: *Leeching, Chirurgeon*

Magical herbs

Magical potions

Invocations: *Heal, Cure, Surcease, Vitalize, Infuse Soma, Siphon Soma*

Holy Water

## The Non Cumulative Healing Rule

Healing specifically refers to returning lost Endurance points to an area. The non cumulative rule for healing is that any healing which is produced directly from a divine magic skill, spell, or invocation, will only take its own effect once per area. Physical restoratives which are used up with each application can be used multiple times to heal the same wound. Specifically, the non-cumulative effects are Healing (the skill), Leeching, Chirurgeon, Freshen, all invocations, and holy water (holy water is non-cumulative, as it is created with divine magical skills and invocations). One could use all of these effects once on an area. For example, a wound could be leeches, healed with the skill Heal, then with the invocation Heal, then two doses of an herb applied, doused in holy water, and finally bound. The exception to this rule is that in the case of magical healing, another of the same effect can be used again by a separate practitioner. Thus Priest A could heal a wound with the Heal invocation and skill, and then Priest B could also use both effects once. Enough low Title Priests could completely heal someone.

## Long Term Healing

- 1) As long as a wounded area stays above 0, the character's normal healing rate applies to that wounded area.
- 2) When areas have been reduced to between 0 and -10 Endurance, a daily Vitality save is required for each wound or the wound worsens a point, rather than heals. The Vitality saves are at -5% per point under zero. If a vital area drops below negative Vitality in this way, the character dies.
- 3) Between -11 Endurance and negative Vitality, a daily Vitality save is required for each wound, or the wound worsens a point. The normal healing rate does not apply at all, and the wound must be healed magically. The Vitality saves are at -5% per point under zero, and if the wound is not raised above -10 through magical means, then one point of Endurance is permanently lost in the area and a scar will be left. Scarring on a visible area of the body reduces Appearance by 1 point per scar. Appearance cannot be reduced below 5 from scarring. A scar can be cured by the skills Regeneration or Recover, or by a Miracle or Wish.

## Fatigue

Characters can become fatigued during any combat which goes on long enough. Characters fatigue at different rates, depending upon their Vitality. Fatigue has a negative impact on skills, hitting and damaging opponents, movement, and attack speed. If advanced far enough, fatigue can even cause a character to fall unconscious if a Vitality save is failed (applied during resolution). Fatigue penalties do not reset after resolution, but carryover from round to round. Most combats never last long enough to require the GM to assess fatigue, but extended combats may. Other things can cause fatigue as well, such as running for long periods or a devastatingly powerful blow. Any blow over 1/2 the body's normal Endurance requires a Vitality save, or 1 level of fatigue occurs. Fatigue is assessed in terms of levels. This table shows the penalties for fatigue to all skills based on physical attributes, rolls to hit, damage, movement, weapon speed, and whether or not a Vitality save is required to keep from fainting (passing out) due to exertion. There is no fatigue beyond the 10th level, just a new Vitality save to prevent passing out (at -30%).

**Fatigue Levels and Penalties**

Level	Skills	To Hit	Damage	Movement Rate	Add to Weapon Speed	Faint
1 <sup>st</sup>	-5%	+0	+0	3/4	+1 second	None
2 <sup>nd</sup>	-10%	+0	-1	3/4	+1 second	None
3 <sup>rd</sup>	-15%	-1	-2	3/4	+2 seconds	None
4 <sup>th</sup>	-20%	-2	-3	1/2	+2 seconds	Vitality
5 <sup>th</sup>	-25%	-3	-4	1/2	+3 seconds	Vitality-5%
6 <sup>th</sup>	-30%	-4	-5	1/2	+3 seconds	Vitality-10%
7 <sup>th</sup>	-35%	-5	-6	1/2	+4 seconds	Vitality-15%
8 <sup>th</sup>	-40%	-6	-7	1/4	+4 seconds	Vitality-20%
9 <sup>th</sup>	-45%	-7	-8	1/4	+5 seconds	Vitality-25%
10 <sup>th</sup>	-50%	-8	-9	1/4	+5 seconds	Vitality-30%

### Rules Expansion for Encumbrance and Fatigue in Combat

The table below describes how quickly the character drops another fatigue level during combat (based on encumbrance and Vitality) and how long it takes to recover after rest (no strenuous activity above walking). Fatigue is assessed when the character takes any other action besides walking or resting during a combat (GM's discretion).

**Combat Fatigue Rate Table**

Vitality	Encumbrance Level				Recovery Rate
	None	1/4	1/2	Full	
5-8	10 seconds	5 seconds	2 seconds	1 second	3 minutes
9-12	20 seconds	10 seconds	5 seconds	2 seconds	2 minutes
13-15	30 seconds	20 seconds	10 seconds	5 seconds	1 minute
16-17	1 minute	30 seconds	20 seconds	10 seconds	30 seconds
18-19	2 minutes	1 minute	30 seconds	20 seconds	20 seconds
20	3 minutes	2 minutes	1 minute	30 seconds	10 seconds



## Putting it all Together

The following example shows how combat works as a whole. The areas in gray show how the expanded rules play into combat.

### Combat Example (Round 1)

The combatants have the following relevant attributes:

**Brom the 3rd Title, Barbaric Human Warrior**

Strength: 18

Agility: 17

Vitality: 15

**Threndrel the 1st Title, Civilized Human Priest**

Strength: 15

Agility: 15

Vitality: 14

**Goblin Leader, 1st Title Warrior**

Strength: 17

Agility: 16

Vitality: 14

**2 Goblins, 1st Title Bandits**

Strength: 15

Agility: 10

Vitality: 13

### Sighting

Brom and Threndrel are walking in the forest one day, when Brom's keen eyes spot three Goblins roasting something over a fire. Brom convinces Threndrel of the basic nature of Goblins and they decided to attack them. Brom thinks that surprise is best, and they are able to sneak within 100' due to cover. Brom attempts to sneak up and surprise the unknowing Goblins, so he attempts the skills Move Unseen and Move Unheard as common skills. He succeeds only at Move Unheard. Threndrel doesn't like sneaking, so he doesn't even bother.

### Surprise

Brom has a 17 Agility (40% base). The following modifiers apply:

Brom has made his Move Unheard chance (+20%).

The Goblin's backs are turned (+20%).

Brom is 6'5" tall (-10%).

The Goblins have the Smell skill (-20%).

The total chance for surprise is 50%.

The GM rolls a 26%, and Brom succeeds in surprising the Goblins.

Threndrel has a 15 Agility (30% base). The following modifiers apply:

He did not Move Unheard (no bonus).

The Goblin's backs are turned (+20%).

The Goblins have the Smell skill (-20%).

The total chance for surprise is 30%.

The GM rolls a 52%. Threndrel fails, and the Goblins catch wind of his approach. This of course ruins surprise for Brom as well, who curses and prepares.





## Initiative

Brom rolls an 8 (on a d10) - 6 (for Agility initiative modifier) = 2. Threndrel rolls a 7 - 4 (for Agility initiative modifier) = 3. The Goblins average a 12 Agility. They attack as a group, and so roll together. A 4 is rolled for them, -2 (for Agility initiative modifier) = 2. Brom will go in the 2nd second, and Threndrel in the 3rd.

## The Combat Round

The combatants are still about 50' apart. Brom and the Goblin leader both begin taking action on the 2nd second. The Goblin leader has a spear, and the other two have broad swords. Brom has a hand axe and a battle axe, but only the battle axe is drawn. It takes 1/2 weapon speed to draw an item from the belt, and in this case it takes Brom 1 second to draw his hand axe, and he does so on the 2nd second. (The hand axe is normally a 4 second weapon, but Brom's Strength and Agility reduce the weapon speed to the minimum of 2.) Meanwhile, on the 2nd second, the Goblin leader with the spear may now act, so he starts to hurl it at Brom. The spear is a 5 second weapon when used as a missile weapon, with a minimum speed of 3. This Goblin's Agility and Strength give him a -2 cumulative to weapon speed, and so he can use the spear in 3 seconds.

The action time of a weapon is 1/2 its weapon speed, rounded up, and the remaining time is the recovery time. So for exact timing, when Brom throws his 2 second axe, he will release the weapon at the end of the 3rd second of the combat round, and recover during the 4th second (1/1 action/recovery time). The Goblin leader will release the spear in 2 seconds and recover in one (2/1 action/recovery), and thus will throw the spear in the 3rd second of the combat round and recover in the 4th.

The two weapons cross in mid-air. Brom sees the spear coming, affording him his defensive modifier of -2. The Goblin was aiming for the upper torso, and rolled a 17, with the following modifiers: +0 for short range, -2 for Brom's defensive modifier, +0 for spear as a missile weapon, and +1 for the Goblin's Agility, for a total modifier of 17 - 1 = 16. The leader is a novice in attack skill. A 16 on the novice attack chart hits to the Goblin's right, so the spear catches Brom in the left shoulder; 5d6 damage is rolled, totaling 18 (+3 for the creature's Strength) = 21 points of piercing damage. Brom is wearing light mercenary armor, so he has 29 points of protection in the left shoulder. The damage did not breach the armor, but it did do more than 1/2 of the armor value (15), so the blow still makes a bruise through the armor (doing only 1/4 damage) for a total damage of 6 points. Brom has a 27 Endurance, and his shoulder is a x1 End area. He subtracts the 6 points and still has 21 remaining.

Brom's armor will take damage, and he has ring mail for the outer and middle layer in the shoulders, and leather for the inner layer. The outer layer of ring mail takes 1 damage point per 10 received from piercing, and at 21 damage, it will take 2 points of armor damage. The ring mail is reduced from an armor value of 12 to 10. Total armor value goes from 29 to 27 in that area.

Brom's hand axe flies angrily at the Goblin's head. He rolls a 19, with the following modifiers: -4 for long range, -1 for the Goblin's defensive modifier, +0 for hand axe as a missile weapon, and +1 for his Agility, for a total modifier of 19 - 4 = 15. He has an intermediate attack skill, and needs a 15 to hit the target chosen, so he just makes it. The Goblin has a plate helm, chain headgear, and padding in this area, for a total armor value of 38. The hand axe does 3d6 when rolled, and Brom rolls an 11 (+4 for his Strength) = 15. The damage does not breach the armor, and it does not even do at least 1/2 of the armor value (19), so the hand axe bounces harmlessly off the Goblin's head.

## Engagement/Movement

At this point, one Goblin has used up 3 seconds throwing a spear and lost 1 second from initiative, bringing him up through the 4th second. Brom has lost 1 second and used up 3 seconds drawing and throwing his hand axe, bringing him up through the 4th second as well. Threndrel has lost 2 seconds from a non-optimum initiative roll, and has decided to wait for Brom to advance, and so in the 4th second he only sizes up his opponents, enough to realize that they have chain shirts, full chain headgear, and plate helms. During this time the other two Goblins have lost 1 second, and have spent the next 3 seconds advancing towards Threndrel, who seems the weaker opponent. The Goblins want to advance cautiously towards Threndrel, so they choose to move only at their walking rate, which is 4 feet per second. They make it 12 feet in 3 seconds (bringing them up to 38 feet away from the Priest). Thus all combatants are ready to take action in the 5th second.

Threndrel waits as the other two Goblins move a cautious 4 feet per second towards him, getting about 28 feet in 7 seconds. At this rate, they will not come within 10' of Threndrel until the start of the next round. On second 6, Threndrel therefore begins concentrating on the invocation "Hold" (see Divine Magic; Hold will make one being incapable of moving if it fails a Magic Resistance). This will take him 5 seconds. Brom decides to close with the Goblin who threw the spear at him. Brom is 50 feet away, and wants to get up a good run at the leader. It takes him 3 seconds of movement to get to a full run (walk, jog, run), and Brom moves at a walking rate of 6 feet per second, a jogging rate of 11 feet per second, and a running rate of 17 feet per second. Thus in 3 seconds he will have moved 34 feet and be at a full run. The leader is not moving, and so in the 8th second Brom can move up to another 17 feet, and thus will easily come within 10' of the Goblin. The leader grabs the extra spear he had sitting against a tree (1 second) in his off-hand, and then draws a long sword with his primary (2 seconds). He can do these two actions simultaneously because he is using separate hands, so he spends the 5th and 6th seconds doing these actions. The two opponents will engage in a glorious clash in the 8th second.

The form of engagement that Brom chooses is move through; specifically move by. The Goblin leader chooses to use the standard form of engagement. Brom's battle axe is an 8 second weapon, but he is using it with both hands (-2 weapon speed) and has -2 weapon speed for Strength and Agility bonuses, so he uses it at a speed of 4. As he had the weapon out, and began moving on second 5, he has plenty of time to have the weapon ready. The Goblin can use the long sword as a 3 second weapon, with 2 seconds of action time and 1 second of recovery time. This means that he can swing in the 7th and 8th seconds, just barely getting a swing off at Brom. He saves the spear for a parry weapon. Brom and the Goblin have the same weapon length, but Brom is taller, so he strikes first.

**Reach:** Brom is 6'5", and his battle axe is 3'6". Thus, his reach is 5'8" (battle axe {3'6"} + 1/3 height {2'2"} = 5'8"). The Goblin is 6' tall and is using a 3'6" longsword, so his reach is 5'6" (long sword {3'6"} + 1/3 height {2'} = 5'6"). Brom has the better reach by 2" and so strikes first.

Brom rolls a 12, with the following modifiers: +2 melee from Strength, +3 when cutting with a battle axe, +2 for charging (he is moving more than 10 feet per second), and -1 from the Goblin's defensive modifier = 18 to hit, at the neck. He rolls 6d6 damage, getting 15 +10 for Strength (18 Strength = +4, and he is using the weapon two



handed, so the rule of two applies:  $4 \times 2 = 8$ ,  $+ 2 = 10$ , for a total of 25 points of damage. Because he is doing a move by, he gets no bonus for body weight, but does get to double his damage from momentum (because he is charging). Thus  $25 \times 2 = 50$  total points. The Goblin wishes to parry with the spear. The event time for a parry is 1/2 weapon speed. The Goblin can use the spear as a 2 second weapon, and thus the parry time is 1 second. This means that the Goblin can complete the action of the parrying in the 8th second and easily has enough time. It also means that he will have used up only 2 seconds of the 5 allowed for the off-hand (one from grabbing the spear). The Goblin tries the skill Weapon Parry with the spear; he has an 80% chance (-5% for the off hand = 75%), and rolls a 62; he is successful. The Goblin made his parry roll, but he did not get below the half chance needed (38%) to make a soft parry, and so his weapon takes the full damage. The spear only has an object threshold of 20 (hard wood) and a strength of 25, for a total of 45. The 50 damage snaps the spear like a twig, and 5 points still gets through to the Goblin's neck. The Goblin is wearing 18 points of protection there, and so takes no damage (armor not breached, and 1/2 armor value not exceeded).

It takes 15 points of cutting damage to damage chain mail, so the Goblin's armor takes no damage.

At the same time, Brom's Goblin opponent swings to hit him, aiming for the head. He rolls an 11, with the following modifiers: -2 for Brom's Agility defensive modifier, +2 to Brom's defensive modifier for charging, +0 when cutting with a long sword, and +2 for the Goblin's Strength = 13. On the novice chart, a cut swinging to the head which misses low hits the neck. The Goblin rolls 4d6 and gets 12 (+3 for Strength, and +1 for body weight {210 lbs.}) = 16 damage. Brom's mercenary armor has a composite helm with scale mail, full ring mail headgear, and a body suit of leather protecting the neck for a total of 35 points. Damage would need to exceed 18 (1/2 armor value) to do any damage, and so Brom's armor saves his neck.

Scale mail is the outer layer of Brom's armor, and takes 1 point per 15 damage done from a cut. 1 point of armor damage is applied to the scale mail neck guard of the composite helm, reducing the armor value to 17, and the total value to 34.

Brom is moving at full speed, and so cannot simply stop. He takes 2 seconds to stop (1 at jogging and 1 at walking) and ends up 28 feet behind the Goblin leader. This puts him at the end of the round. The Goblin spends one second in recovery time for his longsword. He then uses his remaining second to wheel around to face Brom, bringing him to the end of the round. Meanwhile, at the end of the round, Threndrel finishes invoking Hold. He chooses a Goblin, who fails his Magic Resistance and finds himself held fast.

## Resolution

During Resolution, all wounds on all opponents are positive, so no one needs to roll for consciousness.

The Goblin has taken damage to a vital area. There is a 1% chance per point taken (in this case 4%) that the windpipe was crushed. It turns out not to be so, and the battle rages on.

## Combat Review (Round 1)

### Brom:

Second	Event
1	Lost from poor initiative roll (bad footing).
2	Draws hand axe.
3, 4	Throws hand axe.
5, 6, 7	Walks, then jogs, then runs (full speed) Begins swinging battle axe in second 7.
8	Engages Goblin with a "move by", using a battle axe.
9, 10	Slows to jog, then a walk.

### Threndrel:

Second	Event
1, 2	Inaction; lost from a poor initiative roll.
3, 4, 5	Waits for Brom (hold action).
6-10	Concentrates on the invocation "Hold" while waiting for the Gobblins.

### Goblin Leader:

Second	Event
1	Inaction; lost from a poor initiative roll.
2, 3, 4	Throws spear.
5, 6	Draws longsword in right hand, grabs spear in left (using 1 second of the 5 allotted to the off hand).
7	Begins swinging longsword.
8,9	Engages Brom with standard engagement, swinging longsword in right hand. Parries with spear in left hand.
10	Turns to face Brom, who has moved past him.

### 2 Goblin Bandits:

Second	Event
1	Inaction; lost from a poor initiative roll.
2 - 10	Advances towards Threndrel at walking speed.

## Combat Round 2

### Initiative

New rolls are made:

Brom:  $3 - 6$  (Agility) = -3

Threndrel:  $5 - 4$  (Agility) = 1.

Goblins:  $7 - 2$  (Agility average) = 5

One Goblin is now held by Threndrel's divine magic, and his comrade is apparently confused as to why his buddy is no longer advancing. He spends 5 seconds trying to determine the implications of what has happened. Meanwhile, the Goblin leader has lost his footing as he spun around to meet Brom, and spends 5 seconds attempting to keep from falling over and regaining his balance.

### The Combat Round

Threndrel takes advantage of his confused opponent and attempts to invoke Hold on the remaining Goblin. This takes 5 seconds, and at the end of this time, the Goblin successfully makes his Magic Resistance.

# combat

## Engaging/Movement

Brom spends the 1st second turning around, and sees that the leader has lost his footing. He spends the 2nd and 3rd second moving up to the Goblin, but does not choose to advance at charging speed. This time he chooses to furiously attack.

Brom swings the axe at the Goblin leader's neck in the 2nd, 3rd, 4th, and 5th seconds. This time he rolls a 13, with the following modifiers: +2 melee from Strength, +3 when cutting with a battle axe, +2 for furiously attacking, and -1 from the Goblin's defensive modifier, for a total of 19. This is a direct center hit. Brom does 24 points of damage, with the following modifiers: +10 for Strength, and using two hands (+4 x2 = +8, +2 = 10), +2 for body weight (he weighs 254 lbs.), and +2 for furiously attacking, for a total of 38 points (24 + 10 + 2 + 2 = 38). The Goblin is only wearing a chain and padding combination, for a total of 18 points. Since the armor was breached (armor value exceeded by a cutting weapon) it subtracts only 1/2 its value, or 9 points; 38 - 9 = 29 points of cutting damage to the neck. The Goblin has only 11 points in this area, which now drops to -18. The Goblin has a 14 Vitality, and so the damage drops him far below negative Vitality (-14). Thus, the head goes flying off.

Brom draws back in the 2nd second, and swings in the 3rd, so his weapon actually makes contact with the Goblin in the 3rd second. He recovers his axe in the 4th and 5th second. (4 second weapon, 2 of action and 2 of recovery.)

The Goblin facing Threndrel snaps out of his confusion, and realizes that he had better kill this Priest quickly, and so raises his longsword for a swing. He chooses the standard engagement form. Threndrel figures that if he can hold the Goblin off for a few seconds, Brom will

come to his aid, and so chooses desperate defense for his engagement form. Threndrel is using a mace, which is shorter than the Goblin's longsword, and so the Goblin has the first attack.

Threndrel's height of 5'9" and his mace give him a reach of 3'11" (1/3 height {1'11"} + 2' mace = 3'11"). The Goblin is 6' tall, and is using a longsword, so his reach is equal to the leader (5'6"), easily outreaching Threndrel.

Neither combatant has any bonuses to weapon speed, and so must use their weapons at normal speed (both are 5 second weapons).

The Goblin draws back and swings on the 6th, 7th, and 8th seconds (action time), and will recover on the 9th and 10th.

Threndrel plans to use his Shield Parry skill. This will take 1 second, so he may parry easily with time to spare. He has a 25% chance, but desperate defense increases this to 45%. Threndrel rolls a 18%, and thus pulls off a soft parry. The Goblin rolls a 3 to hit, which would normally be a miss, but since Threndrel declared and made his Shield Parry roll, the weapon must hit the shield. The Goblin does 19 points of damage, +1 for weight and +1 for Strength, = 21 points. However, since Threndrel made a soft parry, his shield only takes 11 points. The shield is made of plate, and has an armor value of 20; Threndrel is wearing leather armor on his arm behind the shield, which adds to a total of 25. The 11 points of cutting damage must exceed 1/2 the armor value (13) to do damage, and it does not, so Threndrel and his armor take no damage.

It takes 20 points of cutting damage to do permanent damage to armor or a shield made of plate, so the shield suffers no permanent damage.



Brom runs to aid Threndrel, who is a good 50' away. This time Brom is already at jogging speed, so spends the 6th second getting to running speed. He can cover 45 feet in 3 seconds now ( $11+17+17 = 45$ ), and so spends seconds 6, 7, and 8 moving, and arrives in the 8th second while the Goblin is swinging at Threndrel. Thus in the 8th second, Brom brings the battle axe down into the back (upper torso) of the Goblin. He chooses a move through because of his speed, and chooses to do a move by. He rolls a 7, with the following modifiers: +2 melee from Strength, +3 when cutting with a battle axe, +2 for charging, and +4 when attacking from behind; the Goblin gets no defensive modifier when attacked from behind (total = 18, direct hit). He rolls 18 points of damage, with the following modifiers: +10 for Strength and using two hands ( $+4 \times 2 = +8$ ;  $+2 = 10$ ), +2 for attacking from behind, all  $\times 2$  for charging (total:  $18+10+2 = 30$ ,  $\times 2 = 60$  points). He is wearing chain and padding there, for a total of 18 points. Armor was breached, so it subtracts only 1/2 value from cutting damage (9), reducing the damage to 51. The Goblin has an Endurance of 20, and the upper torso is a  $\times 2$  region (40). This brings the Goblin down to -11, which does not go below his negative Vitality (-13). Brom keeps moving past the Goblin in the last two seconds, and comes to a halt as before.

## Resolution

During Resolution, the Goblin with the negative upper torso wound must make a Vitality save at -55% ( $-11 \times 5\%$ ) to stay conscious (or  $65\% - 55\% = 10\%$ ), which he fails. He falls to the ground in a heap. The Goblin also has a chance of having a lung collapsed (1% per point of damage, thus 51%). In this case, the save is made, but the Goblin still collapsed from the wound.

At this point, there are no more opponents, so combat ends.

## Combat Review (Round 2)

### Brom:

Second	Event
1	Turns to face leader.
2-5	Swings axe, kills leader.
6, 7, 8	Runs to aid Threndril. Hits Goblin in second 8.
9, 10	Moves past the Goblin and slows down to a stop.

### Threndrel:

Second	Event
1-5	Concentrates on the invocation "Hold".
6-10	Engages Goblin and parries his attack, waiting for Brom.

### Goblin Leader:

Second	Event
1-5	Tries to regain lost footing (lost from a poor initiative roll). Loses head.
6-10	N/A

### 1st Goblin Bandit:

Second	Event
1-10	Held for entire round, after failing Magic Resistance.

### 2nd Goblin Bandit:

Second	Event
1-5	Tries to figure out what happened to the other Goblin (lost due to poor initiative roll.)
6-10	Attacks Threndrel with his longsword. Goes down during resolution from Brom's attack.



What is the most important thing to remember while adventuring? Well that's an easy question. This answer is always pack appropriately for the situation and the most important thing to pack is a sack that you can fit over your friend's head. Why? Well... scratch that then, the most important thing to remember is to always wear a helmet. I remember this time... I mean I heard about this time when a warrior went into a forest that everyone told him was enchanted. Well he didn't believe the people so I went anyway. Its bad to be in the middle a clearing and have some pixies knock you out with a well placed rock to the head. Then you wake up hours later and you are tied to the ground with little pieces of twine and stuff and there are people around you chanting and talking about what to do with your toenails after they cook you. Believe me it's a scary situation and the cook fires get really hot, they can really make a guy sweat. Not that that has ever happened to me mind you just a friend of mine you understand. What do you mean, "How did I get away," I already told you this was a buddy of mine... oh where were we... oh yeah, always a helmet...



## Mental Combat

Certain skills and abilities allow a character to directly contact the mind of another being (such as Thought Projection and Improved Telepathy). A character who can directly contact the mind of another may initiate mental combat, as long as he has at least some form of sensory contact. While engaged in mental combat, a being assumes a trance-like state and loses all sense of surroundings. A being may take no other action at all while in mental combat. The attacker chooses an attack form, and the defender chooses a defense form. Each of these mental attack and defense pairs take one second.

## Fighting the Mental Battle

The attacker can be seeking various ends to each attack: mental slavery, enfeeblement, insanity, will drain or death. The defender can likewise pick many defenses against each: thought freedom, ego defense, wall of sanity, will resist or life affirmation. Both participants secretly choose their attack or defense, then roll a d20. The difference between the Will Force of the attacker and defender is applied to the roll of the higher Will Force combatant. The secret choices for attack and defense are now revealed. The chosen attack is then matched against the chosen defense, and a modifier is applied to the appropriate combatants roll, based on the table below:

**Mental Attack vs. Defense Table**

	Mental Slavery	Enfeeblement	Insanity	Will Drain	Death
Thought Freedom	+4 Attacker	+2 Defender	No Modifier	+2 Attacker	+4 Attacker
Ego Defense	+2 Defender	+4 Defender	+2 Attacker	No Modifier	+2 Attacker
Wall of Sanity	No Modifier	+2 Defender	+4 Defender	+2 Attacker	No Modifier
Will Resist	+2 Attacker	No Modifier	+2 Defender	+4 Defender	+2 Attacker
Life Affirmation	+4 Attacker	+2 Attacker	No Modifier	+2 Defender	+4 Defender

After all modifiers have been applied, the winner is determined by the higher number between the attacker's and defender's d20 roll. A tie goes to the defender. The effects to the loser are based on attack form chosen, listed below. Lost Will Force returns at a rate of one per hour. If the defender has some form of Telepathy or Thought Projection, or possesses a Will Force higher than the Attacker's (even temporarily), then the tables are turned, and the attacker defends in the next second while the defender attacks. This continues similarly in each successive second, until one opponent is reduced temporarily to 0 Will Force and loses the conflict. Combatants can go to but not below 0 Will Force from mental combat. Lost Will Force points return at a rate of one per hour.

### Mental Slavery

*If Defender Wins:* Attacker loses 1-2 (d4 x 1/2) Will Force. If attacker reaches 0 Will Force, combat ends.

*If Attacker Wins:* Defender loses 1-2 (d4 x 1/2) Will Force. If the defender reaches 0 Will Force, the defender is under complete mental control by the attacker until released or broken by magical means. If the defender is left in mental slavery for more than one week per original Will Force point (defender's), then his personality dies and the body becomes an empty automaton under control of the attacker. The victim's Will Force stays at 0 until the effect is removed, and will return at a rate of one per hour.

### Enfeeblement

*If Defender Wins:* Attacker loses 1-3 (d6 x 1/2) Will Force. If attacker reaches 0 Will Force, combat ends.

*If Attacker Wins:* Defender loses 1-3 (d6 x 1/2) Will Force. If defender reaches 0 Will Force, the defender's mental attributes are reduced to 1/2 their original values, returning at a rate of 1 point in each per hour.

### Insanity

*If Defender Wins:* Attacker loses 1d4 Will Force. If attacker reaches 0 Will Force, combat ends.

*If Attacker Wins:* Defender loses 1d4 Will Force. If defender reaches 0 Will Force, the defender is inflicted with either a random insanity or one of the attacker's choosing.

### Will Drain

*If Defender Wins:* Attacker loses 2-5 (1d4+1) Will Force. If attacker reaches 0 Will Force, combat ends.

*If Attacker Wins:* Attacker drains 1-3 Will Force from the defender. If defender reaches 0 Will Force, the attacker may choose another attack and apply the effects.

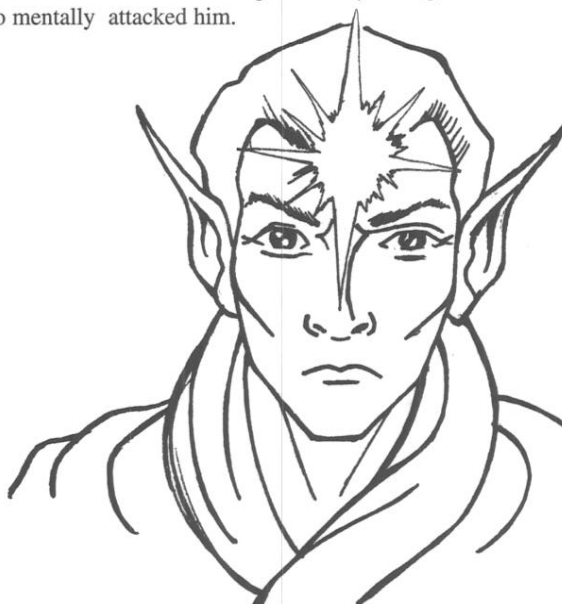
### Death

*If Defender Wins:* Attacker loses 2-5 (1d4+1) Will Force. If attacker reaches 0 Will Force, combat ends.

*If Attacker Wins:* Defender loses 2-5 (1d4+1) Will Force. If defender reaches 0 Will Force, he must make a Control Resistance or die instantly. Even if the Control Resistance is made, the defender falls into a coma for 3d6 hours.

## Breaking Free of Mental Combat

Only the being which initiated the attack may break mental combat, and only when on the offensive (instead of attacking). If the one who initiated combat is attacking and loses concentration, then the attack is broken off and must be restarted. Concentration can be lost by the combatant getting hit for 10 or more points of damage, by getting hit for less than 10 points and failing an Intelligence save, or by being jostled and failing an Intelligence save. If one of the combatants is killed during mental combat in any way other than through the Death attack above, the other must make a Will Force save (based on current rating) or suffer a heart attack. A being can always recognize another being who mentally attacked him.







# equipment

The tables on the following pages give the prices for a wide range of weapons, armor and other goods. Players roll their starting money from the Starting Money table below, and the GM determines if the cost for items is low, medium, or high, depending upon the economics of his world setting.

## Money

### Starting Money

Social Class Rating	Rank or Equivalent	Money	Dice
5	Slave or Escaped Slave	5-20 cp	5d4
6	Freed Slave/Indentured	5-40 cp	5d8
7	Peasant/Laborer	3-30 sp	3d10
8	Peasant/Laborer	3-60 sp	3d20
9	Commoner/Skilled Labor	4-10 gp	2d4+2
10	Commoner/Skilled Labor	4-16 gp	4d4
11-12	Tradesman/Craftsman	6-26 gp	4d6+2
13-14	Master Trade/Craftsman	6-48 gp	6d8
15	Noble, Knight Banneret (Family of)	40-160 gp	(8d4)x5
16	Noble, Baron (Family of)	50-500 gp	(5d10)x10
17	Noble, Count (Family of)	10-100 pp	(1d10)x10
18	Noble, Earl (Family of)	30-300 pp	(3d10)x10
19	Noble, Duke (Family of)	50-500 pp	(5d10)x10
20	Noble, King (Royal Family)	100-2000 pp	(10d20)x10

**Notes:** Although the above table is used to determine starting money, the GM may alter the resources available to starting characters as she sees fit. This money is used to purchase all of the belongings a player has upon character creation, unless the GM determines otherwise.

### Starting Fortune

Make a Fortune roll for all characters of a non-noble background (starting Social Class of 14 or less). If the roll is successful make a percentile roll on the table below and multiply their starting money accordingly.

### Money Multiplier Random Table (For non-nobles only!)

Roll on d100	Multiplier
0-50	x2
51-70	x3
71-90	x4
91-95	x5
96-99	x8
00	x10

### Precious Metals

Precious Metal	Value to Gold	1 Pound Per	Percent Purity <sup>3</sup>	Size of Coin	Volume of Coin	Color and Look <sup>4</sup>
Adamantium <sup>1</sup>	1 to 200	20 pieces	100%	1.5" wide by 1/8" thick	.22 in <sup>3</sup>	Iridescent Black
Mithreel <sup>2</sup>	1 to 100	15 pieces	100%	1.25" wide by 1/8" thick	.15 in <sup>3</sup>	White and Sliver
Platinum	1 to 10	10 pieces	90%	1" wide by 1/4" thick	.20 in <sup>3</sup>	Deep Iridescent Gray
Gold	1 to 1	10 pieces	95%	1" wide by 1/4" thick	.20 in <sup>3</sup>	Shiny Gold
Silver	10 to 1	20 pieces	90%	1.5" wide by 1/8" thick	.22 in <sup>3</sup>	Shiny Silver
Copper	100 to 1	25 pieces	100%	1.25" wide by 1/8" thick	.15 in <sup>3</sup>	Shiny Copper

<sup>1</sup> This magical metal will create +3 or +4 weapons (see Combat) and requires a volcanic, magical or divine fire to melt.

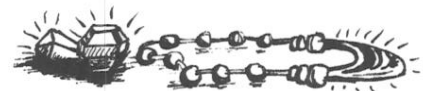
<sup>2</sup> This magical metal will create +1 or +2 weapons (see Combat) and requires a volcanic, magical or divine fire to melt.

<sup>3</sup> This is approximately how much metal would be yielded if the coins were melted down. You can find the amount of the pure substance by multiplying the volume by the percent purity.

<sup>4</sup> Silver and copper tarnish but gold, platinum, mithreel and adamantium do not.

### Precious Minerals

Precious Mineral	Value per Pound
Jade	5 gp
Marble	1 gp
Ivory	3 gp
Obsidian	5 sp



*Most people don't realize this but the cow standard is the basis for monetary measurement. Of course this would be a healthy, well-adjusted cow that is well fed and is under no circumstances like a Trapezian Zitterbug. (The Trapezian Zitterbug was a magically engineered cow who was created by Bebo the Mage during his apprenticeship at the tower of power. The Zitterbug was worth about three standard cows until Bebo's master ate him.) The standard cow is generally either a white color with black spots or a pleasing shade of brown. Standard cows, contrary to popular belief, enjoy being eaten (unlike Zitterbugs) as they see this as fulfilling the meaning of their existence. A standard cow or S.C. is worth about 5 gold pieces (5 Standard gold pieces of course) or 50 standard chickens (Note: the abbreviation for a standard chicken is Not S.C. as many chickens drown in the rain and therefore are not smart enough to warrant any special abbreviation). In addition to being worth so much, standard cows can be cooked up into a nice fillet mignon.*

### Gems

Precious Stones	Base value in Gold Pieces
Crysteel <sup>1</sup>	1,000
Emerald	800
Diamond	500
Ruby	200
Sapphire	100
Black Pearl	80
Opal	75
Pearl	50
Peridot	40
Topaz	30
Tourmaline	25
Tiger's Eye	20
Garnet	15
Amethyst	10
Aquamarine	10
Agate	8
Amber	8
Russet	5

<sup>1</sup> This magical crystal can be used to make +5 or +6 magic weapons (see Combat).

**Note:** Base value = 1/4" diameter gem.

# equipment

## Weapons

Weapon Name	Low	Medium	High	Weight
Axe	3 gp	5 gp	8 gp	4 lbs.
Axe-Hammer w/point	5 gp	7 gp	10 gp	8 lbs.
Ball and Chain	3 gp	5 gp	10 gp	4 lbs.
Bastard Sword	14 gp	18 gp	25 gp	6 lbs.
Battle Axe	8 gp	12 gp	15 gp	6 lbs.
Blow Gun	5 sp	8 sp	15 sp	.1 lb.
Bo Stick <sup>1</sup>	8 sp	10 sp	15 sp	5 lbs.
Bolo	7 sp	10 sp	15 sp	2 lbs.
Bow, Composite	30 gp	40 gp	50 gp	3 lbs.
Bow, Great	18 gp	24 gp	30 gp	3.5 lbs.
Bow, Long	5 gp	10 gp	15 gp	2 lbs.
Bow, Short	2 gp	3 gp	6 gp	1.5 lbs.
Broad Sword	7 gp	12 gp	18 gp	5 lbs.
Cat's Claws <sup>1</sup>	2 gp	3 gp	5 gp	.2 lb.
Cestus, Leather	3 sp	5 sp	7 sp	1 lb.
Cestus, Plate	1 gp	3 gp	5 gp	6 lbs.
Club	1 sp	2 sp	3 sp	2 lbs.
Crossbow	30 gp	35 gp	45 gp	3 lbs.
Crossbow, Hand	25 gp	30 gp	40 gp	1 lb.
Crossbow, Heavy	60 gp	80 gp	120 gp	6 lbs.
Cutlass	3 gp	7 gp	10 gp	2 lbs.
Dagger	4 sp	7 sp	12 sp	1 lb.
Dagger, Parrying	3 sp	4 sp	6 sp	1.5 lbs.
Dagger, Throwing	1 sp	2 sp	4 sp	.5 lb.
Epee <sup>1</sup>	30 gp	40 gp	60 gp	2 lbs.
Flail, 1-Ball	1 gp	2 gp	3 gp	2 lbs.
Flail, 2-Ball	2 gp	3 gp	5 gp	5 lbs.
Flail, 3-Ball	3 gp	5 gp	8 gp	6 lbs.
Flail, 4-Ball	5 gp	8 gp	12 gp	7 lbs.
Flail, 5-Ball	8 gp	12 gp	16 gp	8 lbs.
Foil	25 gp	30 gp	40 gp	1.5 lbs.
Gaff	3 sp	5 sp	8 sp	3 lbs.
Gladus	4 gp	7 gp	10 gp	3 lbs.
Great Sword	25 gp	35 gp	45 gp	8 lbs.
Halberd	5 gp	8 gp	10 gp	8 lbs.
Hand Axe	3 sp	5 sp	8 sp	3 lbs.
Hand Hammer	4 sp	6 sp	8 sp	4 lbs.
Hooked Net	3 sp	5 sp	8 sp	3 lbs.
Javelin	8 sp	10 sp	14 sp	7 lbs.
Katana <sup>1</sup>	25 gp	30 gp	50 gp	3 lbs.
Knife	2 sp	4 sp	7 sp	.25 lb.
Lance	6 gp	10 gp	14 gp	12 lbs.
Long Sword	5 gp	10 gp	15 gp	4 lbs.
Lucern Hammer	5 gp	10 gp	15 gp	6 lbs.
Mace	1 gp	3 gp	4 gp	4 lbs.
Main Gauche	3 sp	5 sp	7 sp	.75 lb.
Mancatcher	3 gp	5 gp	8 gp	5 lbs.
Mattock	2 gp	4 gp	6 gp	11 lbs.
Maul	2 gp	4 gp	6 gp	13 lbs.
Metal Rod	8 sp	10 sp	15 sp	3 lbs.
Ninja-to <sup>1</sup>	12 gp	15 gp	20 gp	2 lbs.
No-Dachi <sup>1</sup>	35 gp	45 gp	55 gp	7 lbs.
Nunchaku <sup>1</sup>	3 sp	5 sp	8 sp	1 lb.
Pick	6 sp	10 sp	15 sp	5 lbs.
Pike	1 gp	3 gp	5 gp	7 lbs.
Poleaxe	6 gp	10 gp	15 gp	8 lbs.
Quarterstaff	3 sp	5 sp	1 gp	4 lbs.
Rapier	12 gp	15 gp	20 gp	3.5 lbs.
Sabre	4 gp	7 gp	14 gp	3.5 lbs.
Sai <sup>1</sup>	6 sp	10 sp	15 sp	1 lb.
Scimitar	3 gp	5 gp	8 gp	5 lbs.
Scythe	1 gp	2 gp	4 gp	5 lbs.
Short Sword	2 gp	3 gp	6 gp	2 lbs.
Sickle	3 sp	5 sp	8 sp	3 lbs.
Sling	6 cp	10 cp	15 cp	.5 lb.
Spear	6 sp	10 sp	15 sp	3 lbs.
Spear Sword	2 gp	3 gp	6 gp	5 lbs.
Spiked Club	3 sp	4 sp	6 sp	3 lbs.
Stake	6 cp	10 cp	15 cp	1 lb.
Stake Staff	4 sp	6 sp	8 sp	4 lbs.
Sword Breaker	25 gp	35 gp	45 gp	6 lbs.
Throwing Star	1 sp	2 sp	3 sp	.25 lb.
Tiger's Claws <sup>1</sup>	1 gp	2 gp	4 gp	.5 lb.
Tanto	1 gp	3 gp	5 gp	1 lb.
Trident	6 gp	10 gp	18 gp	5 lbs.
Tri-staff	1 gp	2 gp	4 gp	3 lbs.
Wakizashi <sup>1</sup>	3 gp	5 gp	7 gp	1.5 lbs.
War Axe	15 gp	20 gp	25 gp	8 lbs.
War Hammer	10 gp	15 gp	18 gp	9 lbs.
War Lance	15 gp	25 gp	35 gp	14 lbs.

<sup>1</sup> These are considered Eastern weapons and may not be available.

## Projectiles

Weapon Name	Projectile Name	Low	Medium	High	Weight
Blow Gun	Dart	1/2 cp	1 cp	1 sp	0.5 oz.
Crossbow	Quarrel, Far Flight	1 sp	2 sp	3 sp	4.5 oz.
Crossbow	Quarrel, Heavy	2 sp	4 sp	5 sp	4.5 oz.
Crossbow	Quarrel, Normal	6 cp	10 cp	15 cp	3 oz.
Crossbow	Quarrel, Piercing	4 sp	6 sp	8 sp	3.6 oz.
Crossbow	Quarrel, True Flight	3 sp	5 sp	8 sp	3.6 oz.
Great/Composite Bow	Arrow, Far Flight	3 sp	5 sp	12 sp	7.5 oz.
Great/Composite Bow	Arrow, Heavy	2 sp	4 sp	6 sp	7.5 oz.
Great/Composite Bow	Arrow, Normal	2 sp	3 sp	5 sp	5 oz.
Great/Composite Bow	Arrow, Piercing	5 sp	8 sp	10 sp	6 oz.
Great/Composite Bow	Arrow, True Flight	3 sp	6 sp	14 sp	6 oz.
Hand Crossbow	Quarrel, Far Flight	6 cp	10 cp	15 cp	1.5 oz.
Hand Crossbow	Quarrel, Heavy	2 sp	3 sp	5 sp	1.5 oz.
Hand Crossbow	Quarrel, Normal	3 cp	5 cp	8 cp	1 oz.
Hand Crossbow	Quarrel, Piercing	2 sp	4 sp	5 sp	1.2 oz.
Hand Crossbow	Quarrel, True Flight	1 sp	3 sp	4 sp	1.2 oz.
Heavy Crossbow	Quarrel, Far Flight	2 sp	5 sp	12 sp	9 oz.
Heavy Crossbow	Quarrel, Heavy	3 sp	6 sp	2 gp	9 oz.
Heavy Crossbow	Quarrel, Normal	2 sp	5 sp	1 gp	6 oz.
Heavy Crossbow	Quarrel, Piercing	5 sp	1 gp	2 gp	7.2 oz.
Heavy Crossbow	Quarrel, True Flight	5 sp	8 sp	12 sp	7.2 oz.
Long Bow	Arrow, Far Flight	2 sp	4 sp	6 sp	6 oz.
Long Bow	Arrow, Heavy	3 sp	6 sp	1 gp	6 oz.
Long Bow	Arrow, Normal	2 sp	3 sp	5 sp	4 oz.
Long Bow	Arrow, Piercing	4 sp	6 sp	1 gp	4.8 oz.
Long Bow	Arrow, True Flight	3 sp	5 sp	8 sp	4.8 oz.
Short Bow	Arrow, Far Flight	2 sp	3 sp	5 sp	4.5 oz.
Short Bow	Arrow, Heavy	3 sp	5 sp	8 sp	4.5 oz.
Short Bow	Arrow, Normal	1 sp	2 sp	3 sp	3 oz.
Short Bow	Arrow, Piercing	3 sp	6 sp	1 gp	3.6 oz.
Short Bow	Arrow, True Flight	2 sp	4 sp	6 sp	3.6 oz.
Sling	Bullet	1 cp	2 cp	3 cp	8 oz.
Sling	Rock	Free	Free	Free	4 oz.

**Note:** For multiple projectile types (such as barbed and piercing) add individual costs together.

**Barbing a Piercing/Missile Weapon:** Cost adds 1/5 of weapon's cost.

**Dulling a Blade:** Lowers cost by 1/2.

**Serrating a Blade:** Cost adds 1/5 of blade's cost.

**Silvering a Blade:** 3x cost, 1.5 x weight, (silver coating, not solid silver).

**Spiking Plate/Heavy Plate Armor:** Cost adds 1/10th of armor's cost.

**Tempering any Metal Weapon:** Cost adds 3x weapon's cost.



## Quivers

Item	Low	Medium	High	Weight
Quiver, Cloth (20 arrows/quarrels)	6 cp	10 cp	14 cp	3 oz.
Quiver, Leather (30 arrows/quarrels)	2 sp	3 sp	5 sp	6 oz.

## Armor (Gauntlets)

Piece	Material	Low	Medium	High	Weight*
Gauntlets	Banded Chain	14 gp	18 gp	22 gp	2.5 lb.
Gauntlets	Chain	12 gp	14 gp	16 gp	2 lb.
Gauntlets	Hardened Leather	6 gp	8 gp	12 gp	12 oz.
Gauntlets	Heavy Chain	13 gp	15 gp	18 gp	2.2 lb.
Gauntlets	Heavy Plate	18 gp	24 gp	36 gp	3.5 lb.
Gauntlets	Lacquered Wood <sup>1</sup>	10 gp	12 gp	14 gp	1.5 lb.
Gauntlets	Leather	4 gp	6 gp	8 gp	8 oz.
Gauntlets	Padding	5 cp	1 sp	1 gp	4 oz.
Gauntlets	Plate	15 gp	20 gp	30 gp	3 lb.
Gauntlets	Soft Leather	2 gp	4 gp	6 gp	6 oz.
Gauntlets	Studded Leather	8 gp	12 gp	16 gp	1 lb.

\* Weight listed is for a 6' human, adjust weight accordingly.

<sup>1</sup> Of Eastern origin; may not be available in all areas.

**Notes:** The table above provides low, medium and high costs as well as base weight. The weight value provided represents one pair (two gauntlets).



## Armor (Helm and Headgear)

Armor Piece	Material	Low	Med.	High	Wgt*
Composite Helm	Heavy Plate/Banded Chain	25 gp	40 gp	55 gp	5.5 lb.
Composite Helm	Heavy Plate/Chain	20 gp	30 gp	45 gp	5 lb.
Composite Helm	Heavy Plate/Heavy Chain	22 gp	35 gp	50 gp	5.2 lb.
Composite Helm	Heavy Plate/Heavy Scale	30 gp	50 gp	70 gp	7 lb.
Composite Helm	Heavy Plate/Scale Mail	28 gp	45 gp	60 gp	6.5 lb.
Composite Helm	Plate/Banded Chain	22 gp	35 gp	50 gp	5 lb.
Composite Helm	Plate/Chain	18 gp	25 gp	40 gp	4.5 lb.
Composite Helm	Plate/Heavy Chain	20 gp	30 gp	45 gp	4.8 lb.
Composite Helm	Plate/Heavy Scale	28 gp	45 gp	60 gp	6.5 lb.
Composite Helm	Plate/Scale Mail	25 gp	40 gp	55 gp	6 lb.
Full Headgear	Banded Chain	11 gp	16 gp	22 gp	9 lb.
Full Headgear	Chain Mail	9 gp	14 gp	18 gp	6 lb.
Full Headgear	Hardened Leather	6 gp	8 gp	11 gp	2 lb.
Full Headgear	Heavy Chain	10 gp	15 gp	20 gp	8 lb.
Full Headgear	Heavy Scale	18 gp	25 gp	35 gp	11 lb.
Full Headgear	Leather	5 gp	7 gp	10 gp	1.4 lb.
Full Headgear	Padding	1 gp	2 gp	4 gp	12 oz.
Full Headgear	Ring Mail	8 gp	11 gp	15 gp	5 lb.
Full Headgear	Scale Mail	12 gp	18 gp	25 gp	10 lb.
Full Headgear	Soft Leather	4 gp	6 gp	8 gp	1 lb.
Full Headgear	Studded Leather	7 gp	10 gp	12 gp	4 lb.
Gorget	Plate	5 gp	8 gp	12 gp	4 lb.
Great Helm	Heavy Plate	18 gp	25 gp	40 gp	7 lb.
Great Helm	Plate	15 gp	20 gp	35 gp	6 lb.
Headgear	Banded Chain	10 gp	15 gp	20 gp	4.5 lb.
Headgear	Chain Mail	8 gp	11 gp	15 gp	3 lb.
Headgear	Hardened Leather	5 gp	7 gp	10 gp	1 lb.
Headgear	Heavy Chain	9 gp	14 gp	18 gp	4 lb.
Headgear	Heavy Scale	12 gp	18 gp	25 gp	5.5 lb.
Headgear	Leather	4 gp	6 gp	8 gp	12 oz.
Headgear	Padding	5 gp	1 gp	2 gp	6 oz.
Headgear	Ring Mail	7 gp	10 gp	12 gp	2.5 lb.
Headgear	Scale Mail	11 gp	16 gp	22 gp	5 lb.
Headgear	Soft Leather	2 gp	4 gp	6 gp	8 oz.
Headgear	Studded Leather	6 gp	8 gp	11 gp	2 lb.
Helm	Heavy Plate	14 gp	22 gp	33 gp	6 lb.
Helm	Hardened Leather	8 gp	12 gp	14 gp	3.5 lb.
Helm	Plate	12 gp	17 gp	28 gp	5 lb.

\* Weight listed is for a 6' human, adjust weight accordingly.

<sup>1</sup> Of Eastern origin and not necessarily available.

**Notes:** The table above provides low, medium and high cost as well as base weight.

## Armor (Body Suits)

Piece	Material	Low	Medium	High	Weight*
Body Suit	Banded Chain	70 gp	80 gp	90 gp	60 lb.
Body Suit	Chain mail	50 gp	60 gp	70 gp	50 lb.
Body Suit	Hardened Leather	25 gp	30 gp	40 gp	12 lb.
Body Suit	Heavy Chain	60 gp	70 gp	80 gp	55 lb.
Body Suit	Leather	12 gp	18 gp	25 gp	10 lb.
Body Suit	Padding	5 gp	8 gp	10 gp	5 lb.
Body Suit	Ring Mail	40 gp	50 gp	60 gp	20 lb.
Body Suit	Soft Leather	10 gp	15 gp	20 gp	6 lb.
Body Suit	Studded Leather	35 gp	45 gp	55 gp	16 lb.

\* Weight listed is for a 6' human, adjust weight accordingly.

**Notes:** The table above provides low, medium and high costs as well as base weight. Body suits lace, buckle or button up the back.

## Armor (Armored Skirts and Long Skirts)

Armor Piece	Material	Low	Medium	High	Weight*
Armored Skirt	Lacquered Wood <sup>1</sup>	10 gp	15 gp	20 gp	3 lb.
Long Skirt	Lacquered Wood <sup>1</sup>	20 gp	25 gp	30 gp	5 lb.
Armored Skirt	Plate	25 gp	30 gp	35 gp	5 lb.
Armored Skirt	Heavy Plate	30 gp	35 gp	40 gp	6 lb.
Long Skirt	Plate	30 gp	35 gp	40 gp	7 lb.
Long Skirt	Heavy Plate	35 gp	40 gp	45 gp	8 lb.

\* Weight listed is for a 6' human, adjust weight accordingly.

<sup>1</sup> Of Eastern origin, may not be available in all areas.

**Notes:** The table above provides low, medium and high costs as well as base weight.

## Armor (Shirts and Breastplates)

Piece	Material	Low	Medium	High	Weight*
Breastplate	Heavy Plate	50 gp	80 gp	100 gp	18 lb.
Breastplate	Lacquered Wood <sup>1</sup>	20 gp	30 gp	40 gp	7 lb.
Breastplate	Plate	45 gp	60 gp	80 gp	15 lb.
Full Shirt	Banded Chain	35 gp	45 gp	55 gp	35 lb.
Full Shirt	Chain Mail	28 gp	36 gp	45 gp	22 lb.
Full Shirt	Hardened Leather	10 gp	15 gp	20 gp	7 lb.
Full Shirt	Heavy Chain	32 gp	40 gp	48 gp	30 lb.
Full Shirt	Heavy Scale	50 gp	60 gp	70 gp	32 lb.
Full Shirt	Leather	8 gp	13 gp	18 gp	5 lb.
Full Shirt	Padding	2 gp	3 gp	4 gp	2 lb.
Full Shirt	Ring Mail	25 gp	30 gp	40 gp	14 lb.
Full Shirt	Scale Mail	40 gp	50 gp	60 gp	30 lb.
Full Shirt	Soft Leather	5 gp	10 gp	15 gp	3 lb.
Full Shirt	Studded Leather	12 gp	18 gp	25 gp	12 lb.
Half Shirt	Banded Chain	32 gp	40 gp	48 gp	28 lb.
Half Shirt	Chain Mail	25 gp	30 gp	40 gp	20 lb.
Half Shirt	Hardened Leather	8 gp	13 gp	18 gp	6 lb.
Half Shirt	Heavy Chain	28 gp	36 gp	45 gp	25 lb.
Half Shirt	Heavy Scale	40 gp	50 gp	60 gp	25 lb.
Half Shirt	Leather	5 gp	10 gp	15 gp	4 lb.
Half Shirt	Padding	1 gp	2 gp	3 gp	1 lb.
Half Shirt	Ring Mail	12 gp	18 gp	25 gp	12 lb.
Half Shirt	Scale Mail	35 gp	45 gp	55 gp	20 lb.
Half Shirt	Soft Leather	3 gp	7 gp	10 gp	2 lb.
Half Shirt	Studded Leather	10 gp	15 gp	20 gp	10 lb.
Long Shirt	Banded Chain	40 gp	50 gp	60 gp	40 lb.
Long Shirt	Chain Mail	32 gp	40 gp	48 gp	30 lb.
Long Shirt	Hardened Leather	12 gp	18 gp	25 gp	8 lb.
Long Shirt	Heavy Chain	35 gp	45 gp	55 gp	35 lb.
Long Shirt	Heavy Scale	60 gp	70 gp	80 gp	38 lb.
Long Shirt	Leather	10 gp	15 gp	20 gp	6 lb.
Long Shirt	Padding	4 gp	5 gp	6 gp	3.5 lb.
Long Shirt	Ring Mail	28 gp	36 gp	45 gp	22 lb.
Long Shirt	Scale Mail	50 gp	60 gp	70 gp	35 lb.
Long Shirt	Soft Leather	8 gp	13 gp	18 gp	4 lb.
Long Shirt	Studded Leather	25 gp	30 gp	40 gp	14 lb.

\* Weight listed is for a 6' human, adjust weight accordingly.

<sup>1</sup> Of Eastern origin; may not be available in all areas.

**Notes:** The table above provides low, medium and high costs as well as base weight.

## Armor (Leggings, Leglets, Leg Bracers and Footgear)

Piece	Material	Low	Medium	High	Weight*
Boots	Hard Leather	4 sp	9 sp	3 gp	1.2 lb.
Boots	Leather	3 sp	8 sp	2 gp	1.1 lb.
Boots	Soft Leather	2 sp	6 sp	1 gp	1 lb.
Boots, High	Hard Leather	5 sp	1 gp	6 gp	2.0 lb.
Boots, High	Leather	4 sp	9 sp	4 gp	1.8 lb.
Boots, High	Soft Leather	3 sp	7 sp	2 gp	1.5 lb.
Footgear	Heavy Plate	14 gp	16 gp	18 gp	1.2 lb.
Footgear	Plate	12 gp	14 gp	16 gp	12 oz.
Leg Bracers	Heavy Plate	16 gp	18 gp	20 gp	2.4 lb.
Leg Bracers	Plate	14 gp	16 gp	18 gp	2 lb.
Leggings	Banded Chain	18 gp	20 gp	25 gp	13 lb.
Leggings	Chain	14 gp	16 gp	18 gp	12 lb.
Leggings	Hardened Leather	8 gp	10 gp	12 gp	1 lb.
Leggings	Heavy Chain	16 gp	18 gp	20 gp	12.5 lb.
Leggings	Heavy Scale	25 gp	30 gp	35 gp	8.5 lb.
Leggings	Leather	6 gp	8 gp	10 gp	12 oz.
Leggings	Padding	1 gp	2 gp	3 gp	8 oz.
Leggings	Ring Mail	12 gp	14 gp	16 gp	4 lb.
Leggings	Scale Mail	20 gp	25 gp	30 gp	8 lb.
Leggings	Soft Leather	4 gp	6 gp	8 gp	10 oz.
Leggings	Studded Leather	10 gp	12 gp	14 gp	2 lb.
Leglets	Heavy Plate	40 gp	55 gp	70 gp	10 lb.
Leglets	Plate	35 gp	50 gp	65 gp	9 lb.

\* Weight listed is for a 6' human, adjust weight accordingly.

**Notes:** The table above provides low, medium and high costs as well as base weight. The weight value provided represents one pair (two boots, footgear, leg bracers); leggings cover two legs.



# equipment

## Armor (Armlets, Arm Bracers and Pauldrons)

Armor Piece	Material	Low	Medium	High	Weight*
Arm Bracers	Hardened Leather	8 gp	13 gp	18 gp	8 oz.
Arm Bracers	Heavy Plate	25 gp	30 gp	35 gp	1.2 lb.
Arm Bracers	Lacquered Wood <sup>1</sup>	12 gp	18 gp	25 gp	12 oz.
Arm Bracers	Leather	4 gp	5 gp	6 gp	7 oz.
Arm Bracers	Padding	5 sp	1 gp	2 gp	8 oz.
Arm Bracers	Plate	20 gp	25 gp	30 gp	1 lb.
Arm Bracers	Soft Leather	2 gp	3 gp	4 gp	6 oz.
Arm Bracers	Studded Leather	10 gp	15 gp	20 gp	8 oz.
Armlets	Hardened Leather	8 gp	13 gp	18 gp	8 oz.
Armlets	Heavy Plate	25 gp	30 gp	35 gp	1.2 lb.
Armlets	Lacquered Wood <sup>1</sup>	12 gp	18 gp	25 gp	12 oz.
Armlets	Leather	4 gp	5 gp	6 gp	7 oz.
Armlets	Padding	5 sp	1 gp	2 gp	8 oz.
Armlets	Plate	20 gp	25 gp	30 gp	1 lb.
Armlets	Soft Leather	2 gp	3 gp	4 gp	6 oz.
Armlets	Studded Leather	10 gp	15 gp	20 gp	9 oz.
Pauldron	Plate	30 gp	35 gp	40 gp	1 lb.
Pauldron	Heavy Plate	35 gp	40 gp	45 gp	1 lb.
Sode <sup>1</sup>	Lacquered Wood	10 gp	15 gp	22 gp	1 lb.

\* Weight listed is for a 6' human, adjust weight accordingly.

<sup>1</sup> Of Eastern origin, may not be available in all areas.

**Notes:** The table above provides low, medium and high costs as well as base weight. The weight value provided represents one pair (two armlets or two arm bracers).

## Armor (Shields)

Shield	Material	Low	Medium	High	Weight*
Body Shield	Heavy Plate	35 gp	45 gp	55 gp	15 lb.
Body Shield	Plate	30 gp	40 gp	50 gp	12 lb.
Body Shield	Wood	15 gp	20 gp	25 gp	6 lb.
Buckler	Heavy Plate	10 gp	15 gp	20 gp	2 lb.
Buckler	Lacquered Wood <sup>1</sup>	3 gp	6 gp	9 gp	1 lb.
Buckler	Plate	5 gp	10 gp	15 gp	1.5 lb.
Buckler	Wood	2 gp	4 gp	6 gp	12 oz.
Shield, Large	Heavy Plate	25 gp	35 gp	45 gp	10 lb.
Shield, Large	Plate	20 gp	30 gp	40 gp	9 lb.
Shield, Large	Wood	10 gp	15 gp	20 gp	4 lb.
Shield, Medium	Heavy Plate	15 gp	25 gp	35 gp	8 lb.
Shield, Medium	Plate	10 gp	20 gp	30 gp	5 lb.
Shield, Medium	Wood	5 gp	10 gp	15 gp	2 lb.
Shield, Small	Heavy Plate	15 gp	20 gp	25 gp	5 lb.
Shield, Small	Lacquered Wood <sup>1</sup>	5 gp	10 gp	15 gp	1.8 lb.
Shield, Small	Plate	10 gp	15 gp	20 gp	3 lb.
Shield, Small	Wood	3 gp	8 gp	12 gp	1.5 lb.

\* Weight listed is for a 6' human, adjust weight accordingly.

<sup>1</sup> Of Eastern origin, may not be available in all areas.

**Notes:** The table above provides low, medium and high costs as well as base weight.

## Armor (Armor Suits)

Armor Suit	Low	Medium	High	Weight*
Banded	100 gp	140 gp	180 gp	78 lb.
Chain	80 gp	120 gp	140 gp	60 lb.
Eastern <sup>1</sup>	100 gp	140 gp	180 gp	38 lb.
Field Plate	250 gp	350 gp	450 gp	112 lb.
Half Plate	150 gp	200 gp	250 gp	85 lb.
Hardened Leather	70 gp	100 gp	130 gp	26 lb.
Heavy Chain	100 gp	125 gp	150 gp	70 lb.
Leather	40 gp	60 gp	80 gp	14 lb.
Light Chain	70 gp	90 gp	120 gp	50 lb.
Light Mercenary	100 gp	130 gp	160 gp	51 lb.
Mercenary	140 gp	170 gp	220 gp	100 lb.
Plate	200 gp	300 gp	400 gp	105 lb.
Ring	60 gp	80 gp	100 gp	31 lb.
Scale	130 gp	160 gp	190 gp	70 lb.
Studded Leather	100 gp	125 gp	150 gp	36 lb.

\* Weight listed is for a 6' human, adjust weight accordingly.

<sup>1</sup> Of Eastern origin, may not be available in all areas.

**Notes:** The table above provides low, medium and high costs as well as base weight.

## Drinks And Spirits

Drink / Spirit Name (Container Type)	Low	Medium	High	Weight	Container Size
Ale (small keg)	4 sp	8 sp	16 sp	85 lb.	10 gallons
Ale (by the mug)	2 cp	4 cp	6 cp	1 lb.	1 pint
Beer (small keg)	3 sp	6 sp	10 sp	80 lb.	10 gallons
Beer (by the mug)	1 cp	2 cp	3 cp	1 lb.	1 pint
Brandy (bottle)	5 cp	1 sp	3 sp	2 lb.	1 quart
Champagne (bottle)	1 gp	3 gp	6 gp	2 lb.	1 quart
Cognac (bottle)	3 sp	5 sp	10 sp	2 lb.	1 quart
Dwarven Whiskey (bottle)	3 gp	5 gp	10 gp	2 lb.	1 quart
Elven Wine (bottle)	5 gp	10 gp	20 gp	2 lb.	1 quart
Fortified Wine (bottle)	3 sp	6 sp	10 sp	2 lb.	1 quart
Fruit Juice (by the mug)	1 cp	2 cp	3 cp	1 lb.	1 pint
Grain Spirits (bottle)	3 sp	5 sp	10 sp	2 lb.	1 quart
Grog (by the mug)	2 cp	5 cp	1 sp	1 lb.	1 pint
Hard Cider (small keg)	1 sp	3 sp	5 sp	70 lb.	10 gallons
Hard Cider (by the pitcher)	1 cp	2 cp	3 cp	2.5 lb.	3 pints
Schnapps (bottle)	2 sp	4 sp	6 sp	2 lb.	1 quart
Scotch (bottle)	2 sp	4 sp	8 sp	2 lb.	1 quart
Sherry (bottle)	4 cp	1 sp	2 sp	2 lb.	1 quart
Vegetable Juice (mug)	1 cp	2 cp	3 cp	2 lb.	1 quart
Vodka (bottle)	4 gp	8 gp	15 gp	2 lb.	1 quart
Water (get your own)	Free	Free	1 cp	8 oz.	1 cup
Watered Wine (bottle)	1 sp	2 sp	3 sp	2 lb.	1 quart
Whiskey (bottle)	3 sp	5 sp	8 sp	2 lb.	1 quart
Wine (bottle)	2 sp	4 sp	6 sp	2 lb.	1 quart

**Notes:** Each of the above drinks or spirits comes with its own container.

Unless marked otherwise, a glass

flask is provided.

Things to know about measurements.

1 gallon = 4 quarts

1 quart = 2 pints

1 pint = 2 cups

1 gallon = 4 quarts = 8 pints = 16 cups

A mug generally holds a pint of liquid.

A cup or flask generally holds 1 cup of liquid (a 1/2 pint).

A pitcher usually holds

3 pints of liquid.

You can get 160 cups

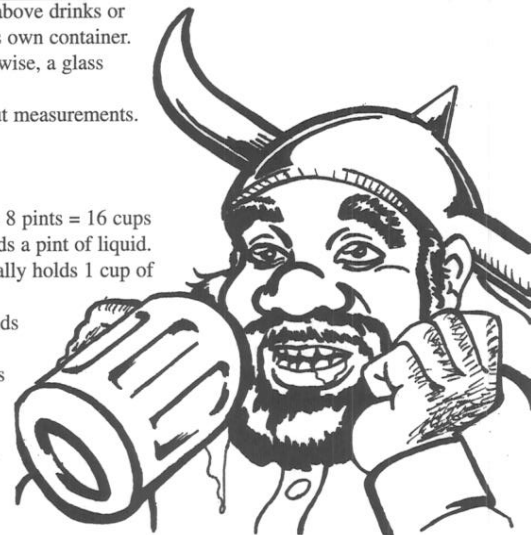
or 80 pints of liquid

out of a small keg

and that's more than

enough to get

the bar drunk.



## Apparel

Apparel Name	Low	Medium	High	Weight*
Belt with Buckle	4 cp	10 cp	15 cp	8 oz.
Boots	2 sp	4 sp	7 sp	1 lb.
Boots, High	4 sp	8 sp	12 sp	1.5 lb.
Breeches	1 sp	2 sp	4 sp	2 lb.
Cape	2 sp	5 sp	7 sp	1 lb.
Cloak, Unlined	5 sp	8 sp	14 sp	2 lb.
Cloak, Fur-Lined	10 sp	15 sp	25 sp	5 lb.
Dress	5 sp	10 sp	15 sp	4 lb.
Fine Dress	3 gp	5 gp	10 gp	5 lb.
Fine Suit	3 gp	5 gp	10 gp	4 lb.
Hat	2 sp	5 sp	8 sp	6 oz.
Hose (Tights)	3 cp	5 cp	8 cp	2 oz.
Jacket	1 sp	3 sp	5 sp	1 lb.
Kilt	6 sp	10 sp	14 sp	2 lb.
Robe	6 sp	10 sp	14 sp	3 lb.
Sandals	6 cp	10 cp	14 cp	4 oz.
Shoes	1 sp	3 sp	5 sp	1 lb.
Skirt	3 sp	5 sp	8 sp	8 oz.
Snow Jacket	1 gp	2 gp	3 gp	2 lb.
Tunic	3 sp	5 sp	8 sp	2 lb.

\*The weight listed is for a 6' being.

**Notes:** The table above gives the low, medium and high costs as well as base weight for apparel.

## Armored Suits

Armors prefer to make suits of armor—whole outfits ready to use right off the rack. If the character doesn't have the time or knowledge to build a custom suit of armor, these kits are the way to go.

**Field Plate Armor:** Body suit (padding). Body suit (chain). Great helm, breastplate, pauldron, armlets, arm bracers, gauntlets, armored skirt, leglets, leg bracers, footgear (all heavy plate). Gorget (plate). All areas 40 armor, except 45 in head and 65 in neck. Total weight is 112 lbs.

*Combat modifiers:* -30% to combat skills, +7 defensive adjustment, +6 initiative, +2 weapon speed.

**Plate Armor:** Body suit (padding). Body suit (chain). Great helm, breastplate, pauldron, armlets, arm bracers, gauntlets, armored skirt, leglets, leg bracers, footgear, gorget (plate); 38 armor in all areas except 43 in head and 63 in the neck. Total weight is 105 lbs.

*Combat modifiers:* -20% to combat skills, +5 defensive adjustment, +4 initiative, +2 weapon speed.

**Half Plate Armor:** Body suit (padding). Headgear, long shirt, leggings (chain). Composite helm (plate/chain), breastplate, pauldron, arm bracers, leg bracers, gauntlets, footgear (plate); 38 points of armor in head, upper torso, mid torso, shoulders, forearms, shins, and feet; 33 pts. in the lower torso and neck; 23 points in left and right hands; 18 points in left and right arms. Total weight is 85 lbs.

*Combat modifiers:* -15% to combat skills, +2 defensive adjustment, +1 initiative, +2 weapon speed.

**Heavy Chain Armor:** Body suit (padding). Body suit (heavy chain). Composite helm (plate/heavy chain), arm bracers, leg bracers (heavy plate); 46 points in the head; 35 neck; 41 points in the forearms and shins; 19 points in arms, hands, thighs, feet all torso areas. Total weight is 70 lbs.

*Combat modifiers:* -5% to combat skills, +2 defensive adjustment, +1 initiative, +1 weapon speed.

**Chain Armor:** Body suit (padding). Full headgear, long shirt, leggings, gauntlets (chain). Composite helm (plate/chain); arm bracers, leg bracers (plate); 38 points in the head; 38 points in forearms and shins; 33 points in neck, lower torso, shoulders, and thighs; 18 points upper and middle torso, upper arms, hands, and feet. Total weight is 60 lbs.

*Combat modifiers:* +1 defensive adjustment.

**Light Chain Armor:** Body suit (padding). Headgear, full shirt, leggings, gauntlets (chain). Helm, arm bracers, leg bracers (plate); 38 points in the head, shins, and forearms; 33 points in the lower torso; 18 upper and middle torso, shoulders, arms, thighs, hands, neck, and feet. Total weight is 50 lbs.

*Combat modifiers:* None.

**Scale Armor:** Body suit (padding). Full headgear, long shirt, leggings (Scale). Great helm, arm bracers, leg bracers (plate). Gauntlets (Banded Chain); 46 points in head and neck; 41 points in forearms and shins; 39 points lower torso, shoulders and thighs; 21 points upper and middle torso, arms, and feet; 20 points hands. Total weight is 70 lbs.

*Combat modifiers:* -15% to combat skills, +5 defensive adjustment, +3 initiative, +1 weapon speed.

**Banded Armor:** Body suit (padding). Full headgear, long shirt, leggings, gauntlets, (banded chain). Great helm, arm bracers, leg bracers (plate); 45 points in head and neck; 40 points in forearms and shins; 37 points lower torso, shoulders and thighs; 20 points upper and middle torso, arms, hands and feet. Total weight is 78 lbs.

*Combat modifiers:* -10% to combat skills, +4 defensive adjustment, +2 initiative, +1 weapon speed.

**Eastern Armor:** Body suit (padding). Body suit (hardened leather). Composite helm (Eastern style plate helm with plate ridge covering neck). Breastplate, sode, armlets, arm bracers, gauntlets, long skirt (lacquered wood); 29 points in head and neck; 20 in torsos, shoulders, arms, forearms, hands, thighs; 9 points in shins and feet. Total weight is 38 lbs.

*Combat modifiers:* None.

**Ring Armor:** Body suit (padding). Headgear, half shirt, leggings (ring). Composite helm (plate/ring), arm bracers, armlets (plate). Gauntlets (chain); 35 points in the head; 23 in the forearms and arms; 18 points in the hands; 15 points all torsos, shoulders, thighs, shins, neck, and feet. Total weight is 31 lbs.

*Combat modifiers:* None.

**Mercenary Armor:** Body suit (leather). Boots (hardened leather). Full headgear, long shirt, leggings (scale). Composite helm (heavy plate and scale) arm bracers, (heavy plate). Gauntlets, breastplate (plate) 45 points in head, shins and forearms; 43 upper and middle torsos; 41 points in the shoulders, thighs, and lower torso, and neck; 23 in arms, 29 feet, 25 in the hands. Offers good protection, but wears out often (see layering armor). Total weight is 100 lbs.

*Combat modifiers:* -25% to combat skills, +3 defensive adjustment, +2 initiative, +3 weapon speed.

**Light Mercenary Armor:** Body suit (leather). Full headgear, long shirt, leggings (ring mail). Arm and leg bracers (heavy plate). Composite helm (heavy plate/scale). 39 head, forearms and shins; 35 in the neck; 29 shoulders, lower torso, and thighs; 17 in upper and mid torsos, arms, and feet; 5 in the hands. Offers good protection, but wears out often (see layering armor). Total weight is 51 lbs.

*Combat modifiers:* None.

**Studded Leather Armor:** Body suit (padding). Full headgear, long shirt, gauntlets, leggings (studded leather). High boots (hard leather). Composite helm (heavy plate/scale), arm bracers (heavy plate); 33 in the forearms and head; 29 in the neck; 19 for the shoulders, thighs, and lower torso; 11 arms, hands, upper and mid torsos; 17 in shins and feet. Total weight is 36 lbs.

*Combat modifiers:* None.

**Hardened Leather Armor:** Body suit (padding). Full headgear, long shirt, gauntlets, leggings (hardened leather). High boots (hard leather). Composite helm (heavy plate/scale). Arm bracers (heavy plate); 31 in the forearms, head; 27 in the neck; 15 for the shoulders, thighs, shins, feet, and lower torso; 9 in the arms, hands, mid and upper torso. Total weight is 26 lbs.

*Combat modifiers:* None.

**Leather Armor:** Full headgear, half shirt, gauntlets, armlets, arm bracers, leggings, boots (leather). Helm, arm bracers (plate); 25 in the head and forearms; 10 in the shoulders and feet; 5 in the neck, torsos, arms, thighs, shins, and hands. Total weight is 14 lbs.

*Combat modifiers:* None.

# equipment

## Miscellaneous Goods

Item	Low	Medium	High	Weight
Abacus	1 gp	3 gp	5 gp	3 lb.
Anvil, Light	20 gp	30 gp	40 gp	30 lb.
Anvil, Small	35 gp	50 gp	60 gp	70 lb.
Astrolabe	6 gp	10 gp	15 gp	3 lb.
Back Pack	6 sp	10 sp	14 sp	2 lb.
Barding, Chain <sup>1</sup>	75 gp	100 gp	150 gp	100 lb.
Barding, Leather <sup>1</sup>	25 gp	40 gp	60 gp	30 lb.
Barding, Plate <sup>1</sup>	200 gp	300 gp	400 gp	180 lb.
Battering Ram, Small Door Size	10 gp	15 gp	25 gp	50 lb.
Bed Roll	2 sp	4 sp	6 sp	4 lb.
Bellows, Large	5 sp	10 sp	20 sp	3 lb.
Bellows, Small	2 sp	4 sp	6 sp	1 lb.
Belt Claw <sup>4</sup>	6 sp	10 sp	15 sp	.3 lb.
Bit and Bridle	2 sp	4 sp	6 sp	.5 lb.
Book, Large, 90 pg.	15 gp	20 gp	25 gp	3 lb.
Book, Lock & Key, 65 pg.	30 gp	35 gp	40 gp	2.5 lb.
Book, Medium, 65 pg.	10 gp	15 gp	20 gp	2 lb.
Book, Small, 40 pg.	6 gp	12 gp	16 gp	1 lb.
Bowl, Baked Clay	2 cp	3 cp	5 cp	6 oz.
Bowl, Fine China/Blown Glass	4 sp	8 sp	12 sp	6 oz.
Bowl, Metal	1 sp	2 sp	3 sp	6 oz.
Bowl, Wooden	4 cp	6 cp	10 cp	6 oz.
Bowstring, Sinew	1 sp	2 sp	4 sp	4 oz.
Bowstring, Wire	3 sp	4 sp	6 sp	8 oz.
Broom	2 cp	3 cp	5 cp	2 lb.
Bureau/Dresser (4' x 5' x 2')	2 gp	4 gp	6 gp	75 lb.
Cabinet (4' x 5' x 2')	1 gp	2 gp	3 gp	50 lb.
Cage, Large (3' x 3' x 3')	6 sp	10 sp	14 sp	4 lb.
Cage, Small (1' x 1' x 1')	4 sp	6 sp	8 sp	1 lb.
Candelabra (holds 5 candles)	1 gp	3 gp	5 gp	5 lb.
Candle (6 hour)	4 cp	6 cp	8 cp	3 oz.
Candles, Magical (for rituals)	5 sp	10 sp	15 sp	1.5 lb.
Canvas (per sq. foot)	5 sp	1 gp	2 gp	1.5 lb.
Castanets	6 cp	8 cp	12 cp	3 oz.
Catches and Pulleys <sup>2</sup>	5 sp	8 sp	12 sp	1.2 lb.
Chair, Wooden	2 sp	3 sp	4 sp	6 lb.
Chalk (5 pieces)	1 sp	3 sp	5 sp	8 oz.
Chest, Large (3' x 5' x 2')	5 gp	8 gp	12 gp	25 lb.
Chest, Small (2' x 1' x 6")	1 gp	2 gp	5 gp	5 lb.
Cleaver	1 sp	3 sp	5 sp	2 lb.
Cloth (per yard)	6 cp	9 cp	15 cp	1 lb.
Coal (per lb.)	1 cp	5 cp	10 cp	1 lb.
Cobbler's Tools	1 gp	3 gp	5 gp	4 lb.
Coffer (5" x 8" x 3")	6 sp	10 sp	15 sp	1 lb.
Comb	3 sp	5 sp	7 sp	6 oz.
Compass, Directional Lodestone	6 gp	10 gp	14 gp	1 lb.
Compass, Drawing	1 gp	2 gp	5 gp	3 oz.
Crucible with Cover	4 cp	6 cp	8 cp	2 oz.
Cup, Baked Clay	1 cp	2 cp	3 cp	3 oz.
Cup, Fine China/Blown Glass	3 sp	4 sp	6 sp	3 oz.
Cup, Metal	6 cp	12 cp	18 cp	3 oz.
Cup, Wooden	2 cp	4 cp	6 cp	3 oz.
Dice, Bone Set	1 sp	2 sp	3 sp	3 oz.
Dice, Ivory Set	6 sp	10 sp	15 sp	3 oz.
Dice, Wooden Set	6 cp	10 cp	15 cp	3 oz.
Drum	6 sp	8 sp	14 sp	2 lb.
Dulcimer	3 gp	5 gp	8 gp	2 lb.
Fishhooks – Assorted (10)	3 cp	5 cp	8 cp	1 oz.
Fishing Line (per 10')	4 cp	8 cp	12 cp	1 lb.
Fishing Net (30' x 30')	6 sp	10 sp	15 sp	15 lb.
Fishing Pole	1 sp	2 sp	3 sp	2 lb.
Flashlight <sup>5</sup>	50 gp	75 gp	125 gp	6 oz.
Flint & Steel	3 sp	6 sp	8 sp	6 oz.
Floor Harp	30 gp	40 gp	60 gp	28 lb.
Flute, Silver	15 gp	20 gp	30 gp	2 lb.
Flute, Wooden	3 gp	5 gp	8 gp	1 lb.
Forge, Large	40 gp	80 gp	120 gp	30 lb.
Forge, Small	20 gp	40 gp	60 gp	15 lb.
Fork	4 cp	6 cp	8 cp	2 oz.
Glass Flask (1 cup)	8 cp	10 cp	20 cp	4 oz.
Grappling Hook	2 gp	3 gp	5 gp	3 lb.
Grease (1 pint)	3 sp	5 sp	10 sp	1 lb.
Hairbrush	8 cp	16 cp	24 cp	8 oz.
Halter	6 cp	10 cp	14 cp	.5 lb.
Hammered Dulcimer	20 gp	30 gp	45 gp	15 lb.
Hardened Leather (sq. foot)	3 sp	6 sp	12 sp	12 oz.

## Miscellaneous Goods

Item	Low	Medium	High	Weight
Harp	5 gp	10 gp	15 gp	3 lb.
Hoe	6 cp	15 cp	20 cp	3 lb.
Hooks and Wires <sup>2</sup>	3 sp	5 sp	8 sp	3 oz.
Horn	6 sp	10 sp	14 sp	1 lb.
Horse Brush	6 cp	10 cp	14 cp	6 oz.
Horse Shoes (4)	6 cp	8 cp	10 cp	2 lb. ea
Indelible Ink, 1 Color (cup)	1 gp	2 gp	4 gp	8 oz.
Ink (well)	7 sp	10 sp	15 sp	4 oz.
Iron Mallet	3 sp	5 sp	8 sp	6 lb.
Iron Saw	6 sp	10 sp	14 sp	2 lb.
Knife (eating)	4 cp	6 cp	8 cp	2 oz.
Lantern	6 sp	10 sp	14 sp	1 lb.
Lantern, Bullseye	2 gp	3 gp	5 gp	1.4 lb.
Lantern, Shuttered	1 gp	2 gp	4 gp	1.2 lb.
Leather (sq. foot)	2 sp	4 sp	6 sp	10 oz.
Leather Cord (per foot)	3 cp	5 cp	8 cp	1 oz.
Leather Working Tools	3 sp	5 sp	8 sp	1 lb.
Leecher's Tools	1 gp	2 gp	4 gp	8 lb.
Lock picks – Assorted (12) <sup>3</sup>	3 gp	5 gp	10 gp	2 oz.
Locksmith tools	2 gp	4 gp	6 gp	5 oz.
Long Horn	3 gp	5 gp	8 gp	2 lb.
Loom	2 gp	4 gp	6 gp	18 lb.
Lute	4 gp	8 gp	12 gp	2 lb.
Lyre	5 gp	10 gp	15 gp	3 lb.
Make-up (full kit)	1 gp	2 gp	3 gp	4 lb.
Make-up (one color)	3 sp	5 sp	8 sp	3 oz.
Manacles	5 sp	8 sp	12 sp	4 lb.
Mandolin	6 gp	10 gp	14 gp	4 lb.
Metal File	3 sp	5 sp	8 sp	2 lb.
Metal Flask (1 cup)	3 sp	5 sp	8 sp	12 oz.
Metal Working Tools	6 sp	10 sp	15 sp	18 lb.
Mirror, Small Silver	1 gp	2 gp	3 gp	4 lb.
Mirror, Large Silver	5 gp	8 gp	12 gp	20 lb.
Mop	5 cp	8 cp	12 cp	3 lb.
Mortar and Pestle	1 sp	3 sp	5 sp	8 oz.
Mug, Baked Clay	2 cp	3 cp	5 cp	8 oz.
Mug, Fine China/Blown Glass	4 sp	8 sp	12 sp	8 oz.
Mug, Metal	1 sp	2 sp	3 sp	8 oz.
Mug, Wooden	4 cp	6 cp	10 cp	8 oz.
Nail	1 cp	2 cp	3 cp	1 oz.
Needles – Assorted (10)	1 sp	3 sp	5 sp	.5 oz.
Oil (per pint)	2 gp	4 gp	6 gp	2 lb.
Padlock, Crude	2 gp	3 gp	5 gp	8 oz.
Padlock, Simple	6 gp	10 gp	15 gp	8 oz.
Padlock, Well-Made	15 gp	20 gp	30 gp	8 oz.
Padlock, Complex	25 gp	30 gp	40 gp	8 oz.
Pan	1 sp	2 sp	3 sp	5 lb.
Pan Pipes	2 gp	3 gp	5 gp	6 oz.
Paper (10 sheets)	1 gp	2 gp	3 gp	2 oz.
Papyrus (10 sheets)	8 sp	14 sp	24 sp	4 oz.
Pen	2 sp	4 sp	6 sp	1 oz.
Pick (digging)	5 sp	10 sp	14 sp	5 lb.
Pigments/Dye (1 color)	3 sp	5 sp	8 sp	3 oz.
Pins – Assorted (100)	6 cp	10 cp	14 cp	.5 oz.
Pipe	6 cp	10 cp	16 cp	6 oz.
Pitch	3 sp	5 sp	10 sp	1.5 lb.
Pitcher/Jug, Baked Clay	1 sp	2 sp	3 sp	3 lb.
Pitcher/Jug, China/Blown Glass	3 gp	5 gp	7 gp	3 lb.
Pitcher/Jug, Metal	6 sp	12 sp	18 sp	3 lb.
Pitcher/Jug, Wooden	2 sp	4 sp	6 sp	3 lb.
Plate, Baked Clay	4 cp	6 cp	10 cp	1 lb.
Plate, Fine China/Blown Glass	8 sp	16 sp	25 sp	1 lb.
Plate, Metal	2 sp	4 sp	6 sp	1 lb.
Plate, Wooden	1 sp	2 sp	3 sp	1 lb.
Platter, Baked Clay	8 cp	12 cp	20 cp	2 lb.
Platter, China/Blown Glass	2 gp	3 gp	5 gp	2 lb.
Platter, Metal	4 sp	8 sp	12 sp	2 lb.
Platter, Wooden	2 sp	4 sp	6 sp	2 lb.
Playing Cards	3 gp	5 gp	10 gp	6 oz.
Plow	2 gp	4 gp	6 gp	30 lb.
Plum Line	6 cp	8 cp	14 cp	8 oz.
Pot, Clay	2 sp	3 sp	5 sp	3 lb.
Pot, Metal	1 gp	2 gp	3 gp	5 lb.
Pole, 15' (ferrier pole)	6 cp	8 cp	10 cp	8 lb.
Pole, 10' (balancing pole)	3 cp	5 cp	8 cp	5 lb.
Pole, 5' (walking stick)	1 cp	2 cp	3 cp	2.5 lb.



# equipment

## Miscellaneous Goods

Item	Low	Medium	High	Weight
Pouch	4 cp	8 cp	12 cp	3 oz.
Rake	6 cp	10 cp	14 cp	3 lb.
Reins	1 sp	2 sp	3 sp	1 lb.
Rope, Hemp (per 50 feet)	2 sp	4 sp	6 sp	10 lb.
Rope, Silk (per 50 feet)	3 gp	5 gp	8 gp	2 lb.
Ruler (measuring)	2 cp	3 cp	5 cp	6 oz.
Sack, Large	6 cp	10 cp	15 cp	5 oz.
Sack, Small	3 cp	5 cp	8 cp	3 oz.
Saddle Bags	4 sp	8 sp	12 sp	2 lb.
Saddle, High	2 gp	4 gp	6 gp	8 lb.
Saddle, Soft	1 gp	2 gp	3 gp	6 lb.
Saddle, War	5 gp	10 gp	14 gp	10 lb.
Satin (per square foot)	1 gp	2 gp	3 gp	4 oz.
Scabbard, Knife	5 cp	10 cp	14 cp	12 oz.
Scabbard, Sword	3 sp	5 sp	8 sp	1.4 lb.
Scissors	3 sp	5 sp	8 sp	5 oz.
Sewing Box	1 sp	2 sp	3 sp	2 lb.
Sexton	2 gp	3 gp	4 gp	2 lb.
Shovel	1 sp	2 sp	3 sp	6 lb.
Signet Ring	8 gp	15 gp	20 gp	1 oz.
Silk (per square foot)	2 gp	4 gp	6 gp	3 oz.
Sieve, Large	3 sp	5 sp	8 sp	2 lb.
Sieve, Small	2 sp	3 sp	5 sp	2 lb.
Skinning Knife	1 sp	2 sp	3 sp	6 oz.
Soft Leather (per square foot)	2 sp	3 sp	5 sp	8 oz.
Spade / Trowel	3 cp	5 cp	8 cp	6 oz.
Spike	2 cp	3 cp	5 cp	3 oz.
Spinning Wheel	3 gp	5 gp	8 gp	15 lb.
Spoon	1 cp	2 cp	4 cp	2 oz.
Springs – Assorted (10) <sup>2</sup>	3 sp	5 sp	7 sp	3 oz.
Spyglass	30 gp	40 gp	50 gp	8 oz.
Stone Working Tools	1 gp	2 gp	4 gp	12 lb.
Sundial	2 gp	3 gp	5 gp	2 lb.
Table (5'x 5')	4 sp	7 sp	10 sp	20 lb.
Tambour / Cymbal / Bell	7 sp	10 sp	12 sp	6 oz.
Tattooing Tools	2 gp	3 gp	5 gp	2 lb.
Tent (1-person)	4 gp	8 gp	15 gp	30 lb.
Tent (2-person)	8 gp	15 gp	30 gp	60 lb.
Tent (4-person)	15 gp	25 gp	50 gp	100 lb.
Tent (8-person)	25 gp	50 gp	100 gp	150 lb.
Thread (50' spool)	2 cp	4 cp	6 cp	4 oz.
Tinder Box	6 cp	10 cp	20 cp	1 lb.
Tobacco Box	2 sp	4 sp	6 sp	1 lb.
Tongs, Large	6 sp	8 sp	12 sp	5 lb.
Tongs, Small	2 sp	4 sp	6 sp	1 lb.
Torch	4 cp	8 cp	12 cp	2 lb.
Urn	4 sp	6 sp	8 sp	3 lb.
Utensils, Tin 1 Set	8 cp	10 cp	16 cp	6 oz.
Utensils, Gold 1 Set	4 gp	6 gp	8 gp	8 oz.
Utensils, Silver 1 Set	1 gp	2 gp	3 gp	7 oz.
Vellum (10 sheets)	2 gp	4 gp	6 gp	3 oz.
Vial (1/2 cup)	5 cp	8 cp	12 cp	4 oz.
Water-clock (6 hour)	5 gp	10 gp	15 gp	50 lb.
Water-skin, Large (1 week)	2 sp	3 sp	5 sp	6 oz.
Water-skin, Small (3 days)	8 cp	10 cp	15 cp	3 oz.
Wire, Steel (per foot length)	6 cp	8 cp	12 cp	3 oz.
Wig	5 gp	10 gp	15 gp	8 oz.
Wood Working Tools	8 sp	14 sp	25 sp	15 lb.
Wraparound Carryall	3 sp	5 sp	8 sp	12 oz.

<sup>1</sup> Based on an average horse 5' at the shoulders. Barding covers the head, neck, forequarters and hindquarters of the horse. Centaur versions of barding cover the forequarters and hindquarters, and the cost is x3/4.

<sup>2</sup> Needed to create elaborate traps for the skill Set Trap.

<sup>3</sup> Needed to use the skill Open Locks.

<sup>4</sup> Allows 1/2 reload time for crossbows (minimum 2 seconds).

<sup>5</sup> Batteries not included.

## Livestock, Trained Animals and other Means of Transportation

Item	Low	Medium	High	Weight
Boat, Barge	3000 gp	3500 gp	4500 gp	Varies
Boat, Canoe	2 gp	3 gp	5 gp	40 lb.
Boat, Catamaran	75 gp	125 gp	150 gp	Varies
Boat, Dingy / Rowboat	5 gp	10 gp	15 gp	75 lb.
Boat, Raft (20 sq. ft)	10 gp	20 gp	30 gp	Varies
Boat, Sailboat, Small	50 gp	100 gp	150 gp	Varies
Carriage	75 gp	100 gp	150 gp	Varies
Chariot	20 gp	40 gp	60 gp	90 lb.
Chicken	1 sp	2 sp	3 sp	Varies
Cow	3 gp	5 gp	8 gp	Varies
Dog, Trained	6 gp	10 gp	15 gp	Varies
Dog, Untrained	1 gp	2 gp	4 gp	Varies
Dog, War	30 gp	50 gp	70 gp	Varies
Dove	6 cp	10 cp	15 cp	Varies
Goat	1 gp	2 gp	3 gp	Varies
Hawk, trained	10 gp	15 gp	20 gp	Varies
Hawk, untrained	3 gp	5 gp	8 gp	Varies
Hog	2 gp	3 gp	5 gp	Varies
Horse, Draft	6 gp	10 gp	15 gp	Varies
Horse, Heavy War Charger	80 gp	100 gp	120 gp	Varies
Horse, Light War	40 gp	60 gp	80 gp	Varies
Horse, Medium War	60 gp	80 gp	100 gp	Varies
Horse, Racing	60 gp	80 gp	100 gp	Varies
Horse, Riding	20 gp	30 gp	40 gp	Varies
Pony, Riding	10 gp	15 gp	30 gp	Varies
Pony, War	20 gp	30 gp	40 gp	Varies
Sedan Chair	25 gp	35 gp	50 gp	50 lb.
Sheep	3 gp	4 gp	9 gp	Varies
Ship, Galley, Large	4000 gp	6000 gp	8000 gp	Varies
Ship, Galley, Medium	3000 gp	4500 gp	6000 gp	Varies
Ship, Galley, Small	2000 gp	3000 gp	4000 gp	Varies
Ship, Merchant, Large	5000 gp	7000 gp	9000 gp	Varies
Ship, Merchant, Medium	4000 gp	5500 gp	7000 gp	Varies
Ship, Merchant, Small	3000 gp	4000 gp	5000 gp	Varies
Ship, Warship, Large	12000 gp	16000 gp	20000 gp	Varies
Ship, Warship, Medium	10000 gp	14000 gp	18000 gp	Varies
Ship, Warship, Small	8000 gp	12000 gp	16000 gp	Varies
Wagon	30 gp	50 gp	80 gp	Varies

## General Provisions

Food Type	Low	Medium	High	Expiration	Weight
Animal Feed (1 day)	2 cp	4 cp	6 cp	3-9 months	1 lb.
Cheese	5 cp	10 cp	15 cp	1-4 weeks	1 lb.
Cured Vegetables	2 cp	3 cp	6 cp	1-3 months	1 lb.
Dairy Foods	4 cp	8 cp	12 cp	1-2 days	1 lb.
Dried Fruit	2 cp	3 cp	6 cp	1-3 months	1 lb.
Dried Meat	4 cp	7 cp	12 cp	1-3 months	1 lb.
Fresh Fruit	3 cp	5 cp	9 cp	1-3 weeks	1 lb.
Fresh Meat	8 cp	15 cp	24 cp	1-4 days	1 lb.
Fresh Vegetables	3 cp	5 cp	9 cp	2-5 weeks	1 lb.
Grain	1 cp	2 cp	3 cp	2-5 months	1 lb.
Iron Rations, 1 Day <sup>2</sup>	15 cp	30 cp	45 cp	2-5 months	4 lb.
Iron Rations, 7 Days <sup>2</sup>	8 sp	15 sp	24 sp	2-5 months	25 lb.
Rations, 1 Day <sup>1</sup>	5 cp	10 cp	15 cp	1-3 months	3 lb.
Rations, 7 Days <sup>1</sup>	3 sp	6 sp	9 sp	1-3 months	21 lb.
Sea Food	4 cp	7 cp	12 cp	2-5 days	1 lb.
Smoked Meat	4 cp	8 cp	12 cp	1-4 months	1 lb.

<sup>1</sup> Each day's rations is 1 lb. of dried meat, 1 lb. of dried fruit, 1 lb. of cured vegetables.

<sup>2</sup> Each day's Iron Rations consists of 1 lb. of smoked meat, 1 lb. of dried fruit, 1 lb. of cured vegetables and 1/2 lb. of cheese sealed in wax.

**Notes:** The table above describes, by food type, low, medium and high costs, approximately how long it will stay fresh, and weight.





## The Aspects of Aura Magic

Magic derived from the raw magical energy called Aura is direct. Its energies are drawn from the caster's own Aura, then shaped and sent forth as spells. It is the skill Scroll Knowledge that grants the ability to learn and cast spells. Spells are classified by Aura Levels. The more difficult and potentially devastating the spell, the higher its Aura Level will be. Spells work automatically when cast, but their effects are relative in power to the amount of Aura directed into them. The amount of power that a spellcaster may put into a spell, as well as the highest Aura Level of spell he can safely use, is limited by his Aura Control. This supply of natural magic is ever being replenished, allowing the spell to be cast again and again, as long as the practitioner has enough available Aura to power the spell. The rate at which Aura replenishes will increase as the spellcaster advances in Title.



## Scroll Knowledge

Scroll Knowledge is the skill which allows for the shaping of Aura and the casting of spells. If a character does not have this skill, he may not cast spells.

## Starting Spells

Mages start the game with several spells already learned. Each Mage starts with 3-6 spells (1d4+2). The Game Master will assign spells or roll them randomly. It is also possible for other classes to start with one or two spells, if they have both a positive Scroll Knowledge chance and an Aura Control of 1 or more (Game Master's option; see the Master's Manual).

## Magical Scrolls and Spell Notes

A spellcaster does not suddenly get new spells upon achieving a new Goal or Title. She must discover magical scrolls or spell notes, study that information, and then learn the new spell after making a successful Scroll Knowledge skill roll. If the roll is critically failed (a failure by over 20%), the practitioner may not attempt to learn this spell again until her Scroll Knowledge skill has increased.

Magical scrolls (produced with the Runes spell) generally contain a specific spell, which when read, will actually cast that spell with a specific amount of Aura (see Runes). Scrolls can be written in any language, and can be cast by any one of any class who can read that language. The spell will then disappear from the scroll. If a caster wishes to learn a spell from a scroll, she may do so as above, or the scroll can be converted to spell notes before attempting to learn the spell. This prevents the

spell from being lost when the runes vanish upon being read. The spellcaster also must have enough memorization points available to memorize the spell, as the spell is initially memorized when first learned. (Using this method will allow the spellcaster to make further attempts in the future, if the first attempt fails.)

Learning a spell, either from notes or a scroll, takes twice the normal memorization time listed for that spell. Creating spell notes takes twice the memorization time listed for that spell as well. Spell notes can then be traded, sold or simply recorded in a book in order to store the spell in a less volatile form than a magical scroll. Experience is granted when a spell is actually learned, and then its value is modified by whether it is traded for, purchased or taken as a treasure. (See the Master's Manual for experience values.) Once learned, a spell can be memorized normally and does not require a Scroll Knowledge roll.

## Spell Memorization

A spellcaster is limited to a finite number of spells in memory, based on his memorization points. The amount of memorization points per Goal can be found under the attribute Knowledge (see Attributes). Total points are determined by taking the number found in the Memorization Points column, and multiplying it by the number of Goals plus one that the character has obtained. Thus a character of 6th Goal, with a Knowledge of 15, has 56 memorization points ( $6 + 1 = 7$ ,  $7 \times 8 = 56$ ). The spellcaster determines memorization points from goal 0 regardless of when he acquires Scroll Knowledge.

It takes one memorization point per Aura Level of a spell to memorize it, thereby limiting the spellcaster in the repertoire of total spells at his disposal. So with 56 memorization points, a spellcaster could memorize 56 levels worth of spells. This can be any combination of levels that he desires, such as eight Aura Level 7 spells, or one Aura Level 6 and ten Aura Level 5 spells.

## Memorization Time

The time required to memorize a spell is listed with that specific spell, and is simply 5 minutes times the Aura Level of the spell.

## Length of time spells stay in memory

Spells do not disappear from the mind once cast, however they do slowly fade from memory because of their complex geometry and conversions. Therefore, they need to be refreshed on a periodic basis. A spellcaster should refresh a spell in memory once every 30 days, minus one day per Aura Level of the spell. For example, an Aura Level 20 spell should be remembered every 10 days. Spells that remain in memory for longer than this period suffer a cumulative -2% failure chance per day when cast. Once in memory, a spell can be purposefully forgotten in favor of another spell. It should be noted that Invocations, poems, runes, songs, ballads and rituals also take memorization points. Any memorization points used for these magical effects subtract from the total memorization points available for spells.



## The Properties of Aura

### The Aura Field

Aura is drawn to the life force of all beings and magical items, forming around them that which is called an Aura Field. An individual's magical potential is measured by the size of this field, defined by his Aura rating (the attribute). The amount of Aura that is currently available to a being within his Aura Field is called the Aura Pool. The Aura Field surrounds the being's entire body like a second skin, and is considered to extend 6" from the body. While Aura is usually invisible, it can be detected or measured by those who are sensitive to magic, with the skills Detect Magic and Detect Aura. Aura can be seen as well, with the spells Read Aura and Reveal Aura, and will appear as a glowing colored light. The color of one's Aura Field, when visible, reveals the being's alignment, as listed on the table below:

Alignment	Aura Color
Active Fanatical Evil	Pure Black
Passive Fanatical Evil	Charcoal
Active Evil	Dark Red
Passive Evil	Light Red
Active Neutral Evil	Orange
Passive Neutral Evil	Umber (Brown/Orange)
Passive Neutral	Earth (Dark Brown)
True Neutral	Gray
Active Neutral	Tan (Light Brown)
Passive Neutral Good	Dark Green
Active Neutral Good	Light Green
Passive Good	Dark Blue
Active Good	Light Blue
Passive Fanatical Good	Golden Yellow
Active Fanatical Good	Pure Incandescent White
Insane, Depressive	Normal Color but greatly faded.
Insane, Neurotic	Normal Aura color but varying in intensity.
Insane, Psychotic	Swirling of near random colors.
No Alignment (item)	Translucent, glittering soft, diffuse yellow, red or blue.

### Magic Resistance

The Aura Field also forms a being's natural defense against external magical and divine magical forces (called Magic Resistance). Aura's defensive nature is ever present, because the size of an individual's Aura Field never changes, only the amount of Aura in his Aura Pool. Magic Resistance stops both magical and divine magical skill effects, as well as spells and invocations. When a being makes a successful resistance versus one of these effects, he is aware that he has resisted something.

### Aura Control

Aura Control is a measure of how much Aura a spellcaster is capable of putting into a spell. It is also a measure of the caster's current mastery over spells. Spells are measured in terms of Aura Levels, and a caster can safely use any spell with

an Aura Level that does not exceed her Aura Control. If a spellcaster has an Aura Control of 5, she can use Aura level 5 spells, and may direct a maximum of 5 points of Aura into that spell. Generally, spellcasters will only learn and memorize spells that are equal to or below their Aura Control. It is permissible to learn and use spells above one's Aura Control, however, attempting to cast such spells brings a chance of failure and possibly disastrous results. A spell will have a failure rate listed with it, expressed as a percentage. This number is multiplied by every Aura Level that the spell is above the caster's Aura Control, generating the chance of failure. When the spell is cast, percentile dice must be rolled to see if the spell fails. If a failure chance is rolled, then a magical mishap will occur (see the Master's Manual).

### Determining Aura Control

Aura Control starts at 0 for those without Scroll Knowledge and is adjusted by the attribute Intelligence (see Attributes). Aura Control is then increased by +2 for each Practitioner Title gained in Scroll Knowledge. Aura Control is said to increase because of the greater understanding of the drawing and harnessing of one's own Aura through the experience gained in spell casting. It also increases by +1 if the character has the social skill Metaphysics (see Social Skills). Expressed as a formula, Aura Control can be computed as follows:

$$\{\text{Practitioner Title (Scroll Knowledge)} \times 2\} + \text{Bonuses}$$

Practitioner Title is determined by subtracting the Title at which the character obtained Scroll Knowledge from the character's Class Title, then adding one. For example, the Gray Witch gets Scroll Knowledge at 4th Title. Therefore, an 8th Title Gray Witch would have a Practitioner Title of 5 (8 - 4 = 4, +1 = 5).

### The Aura Pool

Aura Control determines the amount of Aura (in points) that a caster may direct into a spell at the time of casting. As he directs these Aura points, he actually reduces the amount of Aura available for future spells. The amount of Aura available to a spellcaster at any given time is called his Aura Pool. When a caster is fresh, his Aura Pool will be full, and thus will be equal to his Aura attribute rating. When he decides to cast a spell, he will choose an exact amount of points to direct into that spell, and this amount is called his Aura Flow. Spells have variable powers depending on the Aura Flow. For example, a spell might only be able to span a distance of 5 feet for each point of Aura directed into it. Thus, at an Aura Flow of 10 points, it would go 50 feet.

### Aura Regeneration Rate

Once used, Aura must regenerate and return to the Aura Pool before it can be used again. This measurement is called Aura Regeneration Rate. This rate, like Aura Control, increases with Scroll Knowledge Practitioner Title. Those who have a 0 level Practitioner Title (in Scroll Knowledge) have an Aura Regeneration Rate of 1 point per hour. As a spellcaster increases his Practitioner Title, his Aura pool regenerates at a faster and

faster rate. Eventually this rate will overtake the rate at which spells are cast, allowing for a near continuous stream of spells by the master spellcaster.

Practitioner Title	Aura Regeneration Rate
0	1 per hour
1	1 per minute
2	1 per 30 seconds
3	1 per 10 seconds
4	1 per 5 seconds
5	1 per 2 seconds
6	1 per second
7	2 per second
8	3 per second
9	4 per second
10	4 per second
11+	5 per second

## Channeling

An adept spellcaster has the skill Absorb Aura, allowing her to take or give Aura to and from various sources, such as other beings or magic items. This effect is called Aura channeling. Using Aura channeling, a highly skilled practitioner can produce items specifically created to store and supplement her own limited supply of Aura (see Absorb Aura). When a spellcaster channels Aura, she establishes a connection between her own Aura and the Aura of the being or item in question. These two Auras mix and interact during the channeling. This effect is likely to produce a false reading to outside viewers with skills like Detect Aura, and Detect Magic. To those using Read Aura or Reveal Aura, colors will appear mixed, and it will be difficult to tell which color belongs to which Aura.

## Burning Aura

One powerful and rarely used ability is the burning of Aura. Burning Aura allows the spellcaster to permanently strip one Aura off his attribute rating. Each burned Aura point is equal to 20 normal Aura points, which can be cast into a spell or drained into a magic item. This means that the caster's skills, Magic Resistance, and other Aura related factors will be permanently reduced. Aura Control is still a determining factor when burning Aura, in that the caster may not burn more points than his Aura Control. For instance, with a 3 Aura Control the novice spellcaster could burn 3 Aura points, casting a spell at 60 Aura. The combination of burnt points and regular Aura flow may not total more than the caster's Aura Control. For example, with a 3 Aura Control, a caster could burn one point, plus add two additional normal Aura points into the spell, making the spell 22 Aura (20 for the burnt Aura and 2 more for the normal Aura Flow). The Aura rating is then permanently reduced by the amount burned (in this case one point). It is difficult to force oneself to burn away Aura permanently, and therefore requires a Will Force save. Ask your Game Master if he wishes to use this optional rule.

## Aura Fatigue

When Aura Control and Aura Regeneration Rate have reached their highest levels, the mortal spell caster has obtained the ability to fling a frightening barrage of spells. The mortal frame is weak, and as such can be greatly damaged by the channeling of too much energy. Therefore, when the spellcaster directs a large Aura Flow (excluding burning Aura), or at a high volume the table below is consulted for the effect to the spell caster. The overall effect is called Aura Fatigue and is the final check on the mortal spell caster. It is far more dangerous than physical fatigue and in rare cases can even strip the caster of the ability to cast further spells.

High Aura Flow	High Aura Volume	Aura Save	Effects
21	0-120	Normal	No fatigue
22	121-149	Normal	-1 attributes
23	150-199	Normal	-2 attributes
24	200-249	Normal	-3 attributes, immobile
25	250-299	1/2 save	-4 attributes, immobile, 1/2 power 1 hour
-	300-349	1/2 save	-5 attributes, unconscious, 1/2 power for 6 hours
-	350-399	1/2 save	-6 attributes, Unconscious, no casting 1 hour
-	400-499	1/4 save	1/2 attributes, death-like, no casting 6 hours
-	500-749	1/4 save	1/4 attributes, death-like, no casting 1 week
-	750-999	1/4 save	1/4 attributes, death-like, no casting 1 month
-	1000+	1/4 save	1/4 attributes, death-like, never-cast

**Notes:** Aura Fatigue is measured in a period of one minute (six 10 second combat rounds). After each minute since the first spell was cast, Aura Fatigue is recalculated. Effects of Aura Fatigue are applied at the end of each 60 second period if the spellcaster fails an Aura save, adjusted as shown above.

**High Aura Flow:** When a caster puts this much Aura into one spell, he must make an Aura save or immediately suffer the effects listed to the right. The save is adjusted as indicated above. The Aura put into that spell also counts towards the overall fatigue for volume of that one minute period. Mortals cannot put above 25 Aura into a spell.

**High Spell Volume:** When a caster uses a high volume of Aura, due to channeling, draining into magic items, or from a high volume of spell casting, in a one minute period, then he may be subject to the effects listed to the right. A successful Aura save indicates no ill effects apply.

**Aura Save:** The adjustment to Aura save is used to determine if the caster suffers the effects of casting a spell at high flow or a high volume of spells in a one minute period.

### Aura Fatigue Effects

**-x, 1/2, 1/4 Attributes:** Strength, Agility, Vitality and Aura are modified as indicated. One attribute point in each area is returned per full hour. In the case of fractional modifications to attributes, round upwards in favor of the caster.

**Immobile:** Caster must make a Vitality save to stand and for each physical action (including further spell casting). This effect lasts one minute.

**Unconscious:** Caster must make a Vitality save, or be rendered unconscious for 1d6 minutes. Even if the save is made, the caster suffers the effects of *Immobile* (listed above) for 1d6 minutes.

**1/2 Power:** All spells the caster throws are at half the Strength of the Aura Flow applied. For example, a spellcaster that has been fatigued at this level puts 10 Aura into a Finger of Fire. The spell is treated as if only 5 Aura were put into it.

**No Casting:** Caster is unable to use Aura to cast spells. However, magic items can still be used. The caster cannot use the skill Absorb Aura to give or take Aura during this period.

**Death-Like:** The caster immediately falls into a near death state without a further save. During this time, the caster is barely breathing, has no Aura Pool, and is unable to be awakened. This effect lasts 3d4 hours.

**Never-cast:** The spellcaster will never cast spells again. The skill Scroll Knowledge is retained and spells can be learned and taught, but never cast.

**Special Notes:** Burning Aura is counted towards the total volume cast, but not towards the total flow for one spell. For example, a character burns 2 Aura points and puts the resulting 40 Aura into a Finger of Fire. Forty Aura is then added to the total for High Spell Volume, but the one time casting of the Finger of Fire does not cause the caster to suffer the effects listed for 30+ Aura spells. Spells that fail, due to loss of concentration or spell failure chance, are added to the total for volume in any 60 second period. Aura Fatigue applies individually, as well as to combined spellcasters (see the spell Combine). If an individual caster fails his Vitality save while immobile, or the caster is rendered unconscious or death-like due to Aura fatigue, then the Combine spell is broken for that individual.



## Circles of Power

This ability is gained by all Scroll Knowledge practitioners when they reach 7th Practitioner Title. It allows the caster to create a circle of power which can be used to contain something or someone, or to protect the Mage from others. The abilities of the circle are determined as if the spell Enchantment had been cast upon the circle. The exception is that only a limited number of powers can be ascribed to the circle of power, and no Will Force is lost upon completion of the circle. Initially three powers or abilities may be placed within the circle, and thereafter one more power may be placed at each new Practitioner Title. The creator of the circle of power must first draw the circle with chalk, or better yet some sort of permanent etching tool, such as a chisel. The chance of the circle working depends on the length of time spent drawing it and the Intelligence of the caster (see below). When the drawing of the circle is complete, the creator then casts his spells into the circle, giving it powers usable at will. If Endow Intelligence is used, the circle can direct its own powers, otherwise the creator must do so himself. Spells cast into the circle will only work within the circle, no matter what area affected is listed. Powers of the circle are considered to be at the Aura Control of the creator of the circle. Certain spells obviously would not be accommodated within a circle, such as Finger of Fire. However, Wall of Fire would work just fine, except the wall would be limited to the edges of the circle. The caster can draw a circle one foot in radius per Practitioner Title. See below for the chance of the circle creation success. For purposes of creating powers and abilities, see the spell Enchantment.

### Circle of Power Success Chance:

Time to Draw	Chance of Working*
1 hour	50%
2 hours	60%
4 hours	70%
6 hours	80%
12 hours	90%
24 hours	95%

\*There is a +2% chance per Intelligence point over 14. All powers and abilities must be approved by the Game Master. Circles of power may be drawn, etched, sewn or painted, and may be on moveable surfaces (but not broken ones). A spell caster may only have one circle of power at any one time.





## Magic Items

Magic items can be created in several ways. The skill Absorb Aura can create an Aura container (see Absorb Aura). Some cantrips (Aura Level 1-4) can be made permanent simply by casting at 20 Aura. The spell Permanency can give a single power to a previously non-magical item. The spell Enchantment allows the full range of spells to be incorporated into a magic item, but greater time and effort are required, as are Will Force points. Magic items have four types of effects: abilities, charges, powers, and usages.

### Abilities

Abilities are constant effects that can be turned on or off. They do not require Aura from the wielder. Abilities take one second to turn on and one second to turn off.

### Charges

A charge is an ability that can be used only once. Once used, it is gone from the item. An item can however, have multiple charges.

### Powers

Powers are spells in an item that require a minimum amount of Aura to be available in a being's Aura Pool, but do not actually drain that Aura from the pool (called activating). Activating an item takes 5 seconds and is done at will. Since powers are spells, they have an Aura Level which is the same level as the equivalent spell. The sum of the Aura Levels of all powers that are activated or in use cannot exceed the amount of Aura available in the being's Aura Pool. This is because although a power does not require Aura to be directed into it, the power ties up the Aura so that it cannot be used for anything else. If the user of the magic item does not have enough free Aura to activate a power then it will not activate. This minimum amount of Aura does not necessarily have to come from the wielder's Aura Pool. Certain powerful items provide their own Aura to activate their powers.

*Example:* A magic item has 2 powers in it: Mind Set (Aura level 10) and True Flight (Aura Level 11). A character has an Aura rating of 15. Thus he could activate either power because neither Aura Level is higher than the amount of Aura in his Aura Pool (in this case the same as his Aura rating), but he could not have them both active at the same time, because their sum (21) exceeds 15.

### Usages

Usages are powers that actually do require Aura to be drained from the wielders Aura Pool. The user must have a positive Aura Control, and the power can fail exactly like a spell (see Aura Control). Thus, such items are generally used only by those with Scroll Knowledge.

### Base Aura Level

Magic items have a number called a Base Aura Level. This number represents the Aura rating of the item, and is the amount of Aura directed into the item when a power or ability is used or activated.

The following classification system is used for magic items:

Strength	Description
Aura Container	Holds up to set amount of Aura
Minor	1-2 powers or abilities
Major	3-5 powers or abilities
Arch	6-9 powers or abilities
Artifact	10+ powers (requires immortal aid)

Like beings, magic items have a specific amount of Aura in their pool, equal to their Base Aura Level. Items drained of Aura through Absorb Aura replenish Aura at a rate of one point per day. An item drained in this way may no longer be able to activate its powers if its pool drops below the Aura Level of the spell in the item.

### Magic Item Magic Resistance

Magic Resistance for a magic item is its Base Aura Level x 5%.

**Special Note:** Magic items have Will Force, and thus can be detected with life sensing powers and abilities.



## Spell Parameters

### Casting Time

This is the time required for the caster to concentrate before the effects of the spell will occur. During concentration, the spellcaster must perform certain body motions and must speak certain words of power. If the spellcaster is jostled, or takes 10 or fewer points of actual damage, then he is afforded an Intelligence save to maintain concentration. If the caster takes more than 10 points of actual damage, or the takes any action besides the required gestures with his hands or normal walking with his feet, the concentration is lost and the spell will not be cast. Casting a spell precludes the spellcaster from casting further spells, taking further combat action, or using magic items. Some spells require that the caster maintain concentration even after the spell has been cast (see Duration).

### Distance to Focus

Each spell has a focus that will either be created by, or be the object of, a spell's effect(s). If a spell creates a huge storm of fire, the fire is the focus. If the spell attempts to take control of a being's mind, then that being's mind is the focus. The distance that a caster can be from the focus is called the distance to focus. Distance to focus always represents a physical distance. In the spell Storm of Fire, the distance to focus would define how far away from himself the caster could create the magical storm. In the spell Summon Fire Elemental, the distance to focus represents how far away from the caster the elemental will be when he is summoned. This distance is separate from Range, explained below. Protections may alter the focus of a spell effect, even reflecting or turning it back on the original caster. Any spell which has "touch" listed under distance of focus is considered to take its full effect through armor, unless otherwise stated (the skin of the being does not have to be touched). The term "emanates" means simply that the distance to the focus is basically 0, as it is emanating from the caster's hand or person. "Self" means that the spell can only affect the caster.

### Area Affected

The size of focus that a spell can affect is listed under the heading Area Affected. In general, a solid focus that is created will not appear in its area affected if there is an obstruction, meaning that if a Mage casts the spell Produce Food into a stone wall, it will fail. However, if the focus is fluid, such as water or fire, it will appear by molding around the obstruction. So if there is an intervening wall within a Storm of Fire, the storm will appear on both sides of the wall. If, however, it is cast in a passageway, only the viable area affected will be filled. The Storm of Fire will not fill the passageway by volume, it will simply truncate at the solid edges of the area affected.

These rules vary by the spell when dealing with living beings. In general, any focus created on top of an unwilling being will fail. Certain spells, like Incinerate, violate this rule. Others, like Storm of Fire, get around it by casting the fire around the being and then displacing it towards him. When a spell has "1 being" listed as its area affected, it refers to a being of average human size. The Game Master may rule that the Aura cost must be spent again if the being is twice the size of an average human, and spent three times for a being which is three times as large as the average human being, and so on. Most of these details can be found in the spell's description and notes.

### Range

Every spell has a focus, but only certain spells have a target. The target is the thing that the focus is trying to affect. The spell Finger of Fire, for example, shoots a bolt of fire at a being. In this case, the fire is the focus and the being is the target. For certain spells, range does not apply. In these cases, as well as in the spells where the range is 0, "None" will be listed. Some spells have an exceptionally long range, called search. These will be listed as "same plane", "unlimited", or a similar distance which should be self explanatory.

### Duration

This is the length of time that a spell will remain active. Aura is chaotic force, and as such no spell can have a permanent duration, unless Will Force is spent to hold its Aura. Many spells can be made permanent with the spell Permanency, which does require the expenditure of Will Force. Some cantrips are so stable, that when cast at 20 or higher Aura, will become permanent without the casting of Permanency or the expending of Will Force. Otherwise, a spell's duration can be extended with the spell Extend, delayed with the spell Delay, or set to start its duration under complex conditions with the spell Set. Any spell cast at 20 or higher Aura leaves a residue of Aura in the area affected. This residual Aura is considered to be less than one Aura point and can be wiped clean with a successful Absorb Aura skill roll. It can also be detected with an appropriate skill or spell.

A spellcaster can end the effects of any spell he has cast, regardless of duration. A spell effect may be held by a caster after the casting time has been spent, delaying the start of its duration. Held spells diminish at one Aura per minute, until either released or the spell runs out of Aura. If the caster suffers the same effects that would break concentration (as above) then the spell will be forced to take its effect immediately. Spells being held, as well as any other cast spell that has currently not completed its duration, is called an active spell. A spellcaster can only have one active spell going per Practitioner Title outside of his person, and one active spell per Practitioner Title on his person. For example, a spellcaster who is 3rd Practitioner Title (in Scroll Knowledge) could have a Wall of Wood, Illusion of Smell, and a Produce Food all active at once (outside his person). At the same time, he could have

Telepathy, Protection, and Enhance Taste cast upon himself. Certain spells require concentration for the entire duration of the spell, beyond just the casting time. In such cases, the caster can keep any previous spells active, but may not cast any further spells until he has stopped concentrating on the current one. Obviously this means that of all his active spells, only one could require concentration, and it would always be the last one cast. Note that just as when casting, concentration can be interrupted in the same manner as above, and the spell upon which he is concentrating will end (but not other active spells).

Spells outside of a caster's person are called external, and they extend to all spells which are cast upon other beings as well. A Mage is said to "own" all spells that he has cast which are still in duration. He does not necessarily retain control of them, however. This means that a 3rd Title Mage, for example, could have the spell Fly cast only on three people other than himself. The Mage is considered to be the owner of these spells, even though the individuals with the spells cast upon them are the controllers.

## Save

A being's Aura Field will attempt to protect him whenever a spell that he does not desire is cast upon him. The general rule, however, is that whether or not a spell is considered harmful, the being gets a Magic Resistance if he does not desire the effect to occur. Most spell effects allow the focus to use Magic Resistance, however some effects are focused on control and instead require a Control Resistance. Still others are passive illusions that allow the affected beings to make an Illusion Resistance if desired. For certain spells, "N/A" is listed, as it is assumed that a save is not relevant to the spell. Whatever type of save is required, a being is always aware that he has resisted something whenever a successful save is made. When a spell can affect multiple foci, then each is afforded its own save.

## Memorization

This is the time which one must spend to study the spell notes of a spell in order to have it accessible from memory. Once in memory, it will remain for 30 days, minus one day per Aura Level of the spell.

## Failure

Whenever a spell is cast whose Aura Level exceeds the Aura Control of the caster, there is a chance for failure. This chance is whatever percentage is written under the failure heading, multiplied by the number of levels by which the spell exceeds the caster's Aura Control. So if an Aura Level 8 spell, with a failure chance of 5%, is cast by a spellcaster with an Aura Control of 3, there will be a 25% chance of failure ( $8 - 3 = 5$ ,  $5 \times 5\% = 25\%$ ). When a spell failure is rolled, the Game Master will roll on the Magical Mishap table (see the Master's Manual).

## Type

Spells are composed of various energies, forces, and metaphysical principles, all of which define the qualities of the spell. These qualities are referred to as spell types, and are listed below.

## The Sixteen Qualities of Spells

**Alteration (Alt):** Spells that directly alter a focus which is already in existence, often increasing or decreasing something.

**Control (Con):** Spells that attempt to dominate the focus, most often cast upon the minds of other beings.

**Create (Cre):** Spells that seemingly produce something from nothing. Aura forms concrete materials from the surrounding plane.

**Death (Dth):** Spells that have a negative life force as the focus. Used to destroy or damage life, as well as harness the power of undeath.

**Dimensional (Dim):** Those spells which directly affect or transfer a focus from, to, or through other planes of existence. Not to be confused with spells that use Aura to draw power from other planes.

**Displacement (Dis):** Those spells which physically move or propel items or beings. These spells generally require concentration to keep the focus moving, unless otherwise listed.

**Energy (Eng):** Those spells where the focus is some form of energy, whether from the earthly plane or other planes of existence.

**Illusion (Ill):** Spells that use illusion to conceal, change or create non-real persons, places, things, or effects.

**Life (Lif):** Spells where the focus is positive life energy. Used for the restoration of the life forces, this also includes spells where the focus is the Aura Field of a being.

**Metaspells (Meta):** Spells that involve advanced metaphysical principles. Generally these spells involve dispelling or destroying the effects of other spells or objects.

**Mind (Min):** Spells where the focus is the mental capability of a being. Includes the normal five senses of a being.

**Natural (Nat):** Spells with a focus from the earthly plane of existence. Includes natural forces, bodies, plants and physical laws.

**Sense (Sen):** Spells where special magical senses (called meta-senses) are tapped into or enhanced. These senses often reveal supernatural information to the being, and can span great distances.

**Summon (Sum):** Spells that search for the soul of another being and cause it to be brought before the caster. The soul will then reform the body or create one, as in the case of elementals. True names are often required for the success of these spells.

**Transference (Tra):** Spells that transfer something between a focus and a target.

**Warding (War):** Spells that protect from other spells, effects, energies or beings, whether natural or supernatural.



## Notes on Spells

### Cumulative Spell Effects

In general, multiple effects of the same spell should not be allowed to become cumulative. Several spells will specifically state this restriction within the description, however the rule can be applied in any case that the GM deems necessary. Cumulative effects are fully explained in the appendix, in the section "What if I can't find a rule for it?"

### Warding Spells

Warding spells (sometimes called Protection spells) are considered any spells with the quality of "War" listed under type. Dispel Protection or Dispel Magic must be cast to remove such a spell, otherwise the focus or target will be protected as indicated by the spell. At times, protection spells may have been cast upon both the caster and the focus of that caster's spell. Examples of this might be Reflection or Spell Turning active on both the spell caster and the focus. In such cases, Spell Turning will win, permanently turning back a reflected spell from either the caster or the focus. However, if both parties have Spell Turning or both have Reflection consult the table below:

#### Reflection/ Spell Turning Table

01-30	Spell loses power or missile loses speed with each reflection. It fades and will drop in 10 seconds. Anyone caught between the two reflection points before the 10 seconds will take the effect at 1/2 original strength.
31-50	Spell or missile reflects off in random direction.
51-75	Spell or missile will affect the lower Aura protection spell. If equal Aura spells, determine randomly.
76-95	Spell or missile strikes one individual for full effect and reflects back, also striking and doing damage or equal effect to the other.
96-00	Spell or missile effects both parties equally as listed above, but damage or effect is doubled.

A roll should be made each time an effect hits the protection spell. Each reflection or turning takes one second to complete. Thus if a crossbow bolt hit a spellcaster with Reflection, it would then take 1 second to turn around and come back towards the point of origin (if this was the effect rolled). If it hit a reflection spell at that time, it would take another second to turn around and fly back towards the original target. Combat skills, such as Dodge and Shield Parry, can be used against reflected missiles.

If a Dispel Magic or Dispel Protection is cast at Reflection or Spell Turning, then a contest of magics is rolled as described below. If the dispelling spell fails the contest, then roll on the table above. The spell may be sent back to its point of origin and will attempt to dispel a random magic power or spell there. If the point of origin has Reflection or Spell Turning, a new contest is rolled, and it either dispels an effect or another roll is made on the table above and so on.

### Illusion Spells

Illusion spells are any spell with "Ill" listed as one of its qualities. Descriptions of illusion spells have been left intentionally vague to allow for the creativity of the player. The final say on what can and cannot be done is in the hands of the GM, but the following guidelines can be used:

- 1) Illusions which imitate another spell should never work as effectively as the spell itself. For example, if a player wants to create the illusion of being invisible, then the being should only be able to dimly imitate the effect, and any movement will likely disrupt the spell.
- 2) If an illusion is especially complex or involves movement, the caster is forced to concentrate on the spell.
- 3) The GM can require that the player make a 1/2 Knowledge save to see if his character knows enough about the thing of which he is trying to make an illusion. Appropriate skill rolls may also be required. For example, if a character was trying to make an illusion of a high quality rapier, the GM may require that he make a Weapon Knowledge roll.

An illusion spell can be cast and added automatically into another ongoing illusion spell, as long as the illusion spell is one of the caster's active spells. This can be done regardless of whether or not the active illusion requires concentration (this is the only time casting spells while concentrating is allowed). Combined illusion spells have a chance to cause illusionary damage as described below. Illusionary damage will cause the being affected to go into apparent shock or even appear to die. Any damage that would kill the victim causes the affected being to go into a deep coma. The victim can suffer heart failure from death level illusionary damage if a Vitality save is missed. Heart failure damage does 3-30 points per minute to the upper torso for 1d6 minutes. The coma and illusionary damage can only be removed by the following spells and skills: Dispel Magic, Dispel Illusion, Mind Set, Mind Change, Exorcism, Body Control or Healing. Heart failure damage must be removed as normal damage. Otherwise, the being will be in the coma for 30 days, minus one day per Wisdom point. An Illusion Resistance can be made to avoid the effects of these spells, but only at the request of the affected being. Doing so takes 1d4+1 seconds and allows an Illusion Resistance. A +25% bonus is added to Illusion Resistance chance if a companion declares the illusionary nature of the spell. There is a +25% bonus if objects are seen to move through the illusion.

#### Illusionary Damage Effects (if save failed)

Any 1: None.

Any combination of 2: Distracting but not harmful; the being loses 2 second in combat.

Any combination of 3: 1 point of damage per illusionary attack.

Any 2 + sight: 1 point per Title per illusionary attack.

Any 3 + sight: 2 points per Title per attack.

Any 2 + sight & feeling: 1d4 per Title per attack.

Any 3 + sight & feeling: 1d6 per Title per attack.

Any 2 + sight, feeling, sensing: 1d8 per Title per attack.

All illusions combined: 1d10 per Title per attack.

**Notes:** Title indicates Scroll Knowledge Practitioner Title. Beings who go around continually disbelieving everything in order to avoid the effects of illusions will need to make a Will Force save at the Game Master's option to avoid simple schizophrenia (described in the Master's Manual).

## Displacement Spells

Displacement spells (type "Dis") almost always require concentration to keep the focus moving. They also all generally have a range determining the distance that the focus can be moved. If a displacement spell does give a range, it means that the focus moves along with the caster while he concentrates on it. The storm spells are good examples, as the caster can concentrate and move a storm with him, as long as it remains within the parameters determined by distance to focus. Some displacement spells require that the caster roll versus his attack skill. In such cases, the roll can be modified by the appropriate Attribute modifier (Strength for melee and Agility for missile).

## Alteration Spells

If an alteration spell (type "Alt") puts something back into its natural state, it will stay that way and thus can be thought of as "permanent", no matter what the duration of the spell. The duration on these spells is often instantaneous, which only refers to the time it takes for the spell to cause a change. When an alteration spell tries to change the focus from its original state, the focus will try and revert to its natural state immediately. Living things should revert right away, but non-living things may take time.

## Creation Spells

Any creation spell (type "Cre") which involves making a refined version of the spell's focus may require a relevant skill roll. For example, the spell Produce Clothing can always make a suit of clothes, but they will not appear as especially fine clothing. With a Tailoring skill roll, however, the caster could create an exquisite suit of clothing fit for a king. If a spell does not give an appropriate skill within its description, the GM is free to apply one if he sees fit. It should also be noted here that a spellcaster cannot create any solid matter inside any other solid matter.

## Meta Spells (dispels)

Dispel Magic has a chance to dispel any spell, but cannot be obtained until higher Aura Level. At lower Aura Levels, specialized dispels can be used for specific spell types:

*Dispel Protection* can dispel any spell with warding as one of its types. *Dispel Illusion* can affect any spell with type illusion. *Dispel Invisibility* is specific to all invisibility effects.

In all cases, there is a simple way to determine if the effects of a dispel are successful.

## Contest of Magics

The amount of Aura points put into the dispel is compared to the amount of Aura points put into the focus of the dispel, and a contest of magic ensues. Each Aura point value is multiplied by 5%, and percentage dice are rolled for each spell in the contest. The roll which makes it by the highest amount wins. If it is the dispel, the focus spell is dispelled, and if it is the focus spell, the dispel fails. This same method can be used in a battle for control, when two spellcasters are both attempting to gain control over the same creature, for example. It can also be used in the rare case when an invoker and a spellcaster are attempting to both gain control of a focus. In this case, the Piety Control of the invoker is multiplied by 5% and compared with the percentage generated by the Aura points put into the spell. Contests of magic can be further extended between practitioners of skills, invokers, and spellcasters. In this case the percentage used by the practitioner for the contest is determined by multiplying the Class Title of the skill user by 10%.

### *The Twelve Rules for Dealing with Mages*

*This is not intended to be an all-inclusive list but is generally accepted to be how to deal with Mages:*

1. Don't ever trust them.
2. Don't meddle in their affairs unless they have already begun meddling in yours.
3. If you must take a job from a Mage demand three times the money offered unless they are sparing your life.
4. If you are hired to steal something from a Mage demand ten times the money offered, half of it payable up front. If you are hired to kill a Mage demand the same sum of money but require all of it up front as you will need it to hide yourself if you don't succeed.
5. If you must travel with a Mage never let them cook and always sleep on the opposite side of the campsite from them.
6. Don't count on a Mage in a fight. If they help out, and you still inhabit your same body at the end of the battle, count your blessings and go on with life, but don't count on it happening again.
7. Never, ever, ever, under any circumstances, step forward when they ask for volunteers.
8. Never, ever, owe a Mage a favor.
9. Only talk to a Mage if your life depends on it and only travel with one if you adhere to rule 10.
10. Always carry a rock with which you can knock the Mage unconscious if need be.
11. Practice throwing the rock until you can always hit a target the size of the Mages head at 10 paces.
12. Never let a Mage see this list of rules lest your life be forfeit and always sleep with the rock under your pillow.

*Rules listed on the Assassin's Guild wall in Harlon.  
As Reported by "The Fox", Retailer of Information*

# magic

## Spells (A-M)

Spell Name	Page #	Level	Spell Name	Page #	Level
Accuracy	245	8	Elemental Water Form	256	12
Adhere	233	3	Enchant Area	272	17
Alarm	235	4	Enchantment	280	20
Animal Speak	230	2	Endow Intelligence	275	18
Animate Bone	259	13	Endure Acid	269	16
Animate Flesh	259	13	Endure Cold	246	8
Animate Object	253	11	Endure Electricity	256	12
Anti-Divinity	274	18	Endure Heat	250	10
Aura Strike	276	19	Endure Poison	248	9
Bane	274	18	Enhance Hearing	243	7
Banish	274	18	Enhance Mental	269	16
Bars	242	7	Enhance Mystical	275	18
Bind	242	7	Enhance Perception	244	7
Blind	243	7	Enhance Personal	266	15
Blink	271	17	Enhance Physical	272	17
Breathless	243	7	Enhance Sight	248	9
Brilliance	259	13	Enhance Smell	233	3
Cache	276	19	Enhance Speed	250	10
Call	248	9	Enhance Taste	228	1
Call Animal	237	5	Enhance Touch	235	4
Catch	233	3	Entrancement	256	12
Change Other	265	15	Entwine	235	4
Change Self	261	14	Explosion	275	18
Change True	271	17	Extend	253	11
Chill	228	1	Far Slumber	244	7
Clean	228	1	Fast Freeze	235	4
Climb	230	2	Feeble-mindedness	256	12
Color	228	1	Finger of Acid	263	14
Combine	268	16	Finger of Cold	240	6
Command Word	262	14	Finger of Deterioration	256	12
Conceal Magic	255	12	Finger of Electricity	250	10
Confuse	253	11	Finger of Fire	246	8
Construct	265	15	Fist of Magic	236	4
Control Air Elemental	245	8	Flicker	228	1
Control Animal	237	5	Float	231	2
Control Aura Elemental	262	14	Fly	238	5
Control Earth Elemental	249	10	Force Amor	263	14
Control Fire Elemental	255	12	Force Limb	244	7
Control Gravity	268	16	Force Shield	233	3
Control Humanoid	245	8	Freshen	233	3
Control Temperature	253	11	Frictionless	257	12
Control Undead	248	9	Frost Fire	263	14
Control Water Elemental	239	6	Fumble	231	2
Corrupt	279	20	Geas	266	15
Create Door	243	7	Glamour	240	6
Creation	279	20	Hide	231	2
Darkness	239	6	Hold	236	4
Deafen	237	5	Hold Animal	231	2
Delay	243	7	Hold Plant	228	1
Detect Enemy	235	4	Ignite	236	4
Detect Illusion	240	6	Illusion of Feeling	250	10
Detect Invisibility	246	8	Illusion of Sensing	257	12
Detect Protection	253	11	Illusion of Sight	246	8
Detect Traps	243	7	Illusion of Smell	236	4
Dig	230	2	Illusion of Sound	240	6
Dimension	271	17	Illusion of Taste	231	2
Discourage	262	14	Improved Telepathy	272	17
Disintegrate	274	18	Incinerate	272	17
Dispel Illusion	255	12	Inflict Insanity	266	15
Dispel Invisibility	253	11	Intensify	272	17
Dispel Magic	266	15	Interdimensional Message	234	3
Dispel Protection	259	13	Invisibility	250	10
Disrupt Spell	268	16	Invulnerability	259	13
Disruption	250	10	Jump	231	2
Distortion	243	7	Levitate	234	3
Distract	231	2	Life Sensing	263	14
Duplicate Self	250	10	Locate	244	7
Duplicate Spell	268	16	Luck	266	15
Elemental Air Form	262	14	Magic Ear	234	3
Elemental Aura Form	280	20	Magic Eye	236	4
Elemental Earth Form	269	16	Magic Nose	232	2
Elemental Fire Form	274	18	Magic Skin	228	1



# magic

## Spells (M-Z)

Spell Name	Page #	Level	Spell Name	Page #	Level
Magic Tongue	229	1	Set	248	9
Magic Voice	236	4	Sharpness	252	10
Mask Aura	254	11	Shock	232	2
Mend	232	2	Silence	241	6
Merge	260	13	Size Change	260	13
Message	229	1	Slow	245	7
Mind Beast	238	5	Slovenliness	254	11
Mind Change	246	8	Slumber	239	5
Mind Link	263	14	Soak	237	4
Mind Monster	251	10	Spell Absorption	275	18
Mind Set	251	10	Spell Merge	273	17
Mind Swap	263	14	Spell Turning	278	19
Mind Trap	266	15	Sphere of Power	269	16
Mind Wipe	240	6	Sphere of Protection	258	12
Mirror Maze	257	12	Stasis	267	15
Mirror Wall	251	10	Statue	247	8
Misdirection	244	7	Stone Swim	248	9
Mold	238	5	Storm of Acid	269	16
Move	229	1	Storm of Arrows	254	11
Mute	244	7	Storm of Bolts	273	17
Mystical Mapping	237	4	Storm of Cold	247	8
Night Vision	234	3	Storm of Daggers	249	9
Non-Detection	251	10	Storm of Deterioration	276	18
Paralyzation	254	11	Storm of Dust	241	6
Path Find	241	6	Storm of Electricity	258	12
Permanency	277	19	Storm of Fire	252	10
Persuasion	264	14	Storm of Paralysis	270	16
Phase	260	13	Storm of Spears	267	15
Phase Weapon	248	9	Summon	267	15
Piercing	251	10	Summon Air Elemental	264	14
Plane Shift	273	17	Summon Aura Elemental	283	20
Plant Control	234	3	Summon Earth Elemental	270	16
Plant Growth	238	5	Summon Fire Elemental	276	18
Plant Move	237	4	Summon Water Elemental	258	12
Plant Speak	229	1	Symbiosis	242	6
Predict Weather	232	2	Tamish	230	1
Produce Clothing	234	3	Telekinesis	252	10
Produce Fire	234	3	Telepathy	242	6
Produce Fog	235	3	Teleport	260	13
Produce Food	229	1	Throw	239	5
Produce Light	229	1	Thunderclap	258	12
Produce Metal	246	8	Time Sight	267	15
Produce Poison	257	12	Touch of Pain	261	13
Produce Shelter	251	10	Transport	261	13
Produce Smoke	232	2	Transmute to Crystal	270	16
Produce Stone	245	7	Transmute to Flesh	252	10
Produce Water	230	1	Transmute to Stone	258	12
Produce Wood	241	6	Transmute to Wood	264	14
Propel	246	8	Trip	230	1
Protection	238	5	True Flight	254	11
Protection from Supernatural	251	10	Tumble	242	6
Protection from Undead	247	8	Tumblers	247	8
Quick Dry	237	4	Unlucky	270	16
Raise Greater Undead	273	17	Unphase	255	11
Raise Greater Undead Spirit	278	19	Wall of Electricity	259	12
Raise Undead Spirit	267	15	Wall of Fire	252	10
Read	232	2	Wall of Ice	249	9
Read Aura	232	2	Wall of Metal	255	10
Rebirth	278	19	Wall of Power	268	15
Reduce Fatigue	238	5	Wall of Protection	255	11
Reflection	252	10	Wall of Stone	253	10
Reincarnate	278	19	Wall of Wood	247	8
Remove Poison	245	7	Warding	249	9
Repair	254	11	Warm	230	1
Repulsion	241	6	Warp Magic	273	17
Reveal Aura	238	5	Weakness	261	13
Runes	241	6	Web of Entanglement	242	6
Scrying	254	11	Wish	283	20
Seal	239	5	Withering	278	19
Seeking	269	16	Wizard Rune	249	9

## Spell Levels

Aura Level	Overall Strength Level
1-4	Cantrip
5-9	Minor Arcana
10-15	Major Arcana
16-20	High Arcana
21-25	Arch Arcana (Master's Manual)
26-30	Supreme Arcana (Master's Manual)
31+	Deity Arcana (Master's Manual)

### Spells By Aura Level (1-8)

Aura Level 1	Aura Level 2	Aura Level 3	Aura Level 4
1) Chill	1) Animal Speak	1) Adhere	1) Alarm
2) Clean	2) Climb	2) Catch	2) Detect Enemy
3) Color	3) Dig	3) Enhance Smell	3) Enhance Touch
4) Enhance Taste	4) Distract	4) Force Shield	4) Entwine
5) Flicker	5) Float	5) Freshen	5) Fast Freeze
6) Hold Plant	6) Fumble	6) Interdimensional Message	6) Fist of Magic
7) Magic Skin	7) Hide	7) Levitate	7) Hold
8) Magic Tongue	8) Hold Animal	8) Magic Ear	8) Ignite
9) Message	9) Illusion of Taste	9) Night Vision	9) Illusion of Smell
10) Move	10) Jump	10) Plant Control	10) Magic Eye
11) Plant Speak	11) Magic Nose	11) Produce Clothing	11) Magic Voice
12) Produce Food	12) Mend	12) Produce Fire	12) Mystical Mapping
13) Produce Light	13) Predict Weather	13) Produce Fog	13) Plant Move
14) Produce Water	14) Produce Smoke		14) Quick Dry
15) Tarnish	15) Read		15) Soak
16) Trip	16) Read Aura		
17) Warm	17) Shock		

Aura Level 5	Aura Level 6	Aura Level 7	Aura Level 8
1) Call Animal	1) Control Water Elemental	1) Bars	1) Accuracy
2) Control Animal	2) Darkness	2) Bind	2) Control Air Elemental
3) Deafen	3) Detect Illusion	3) Blind	3) Control Humanoid
4) Fly	4) Finger of Cold	4) Breathless	4) Detect Invisibility
5) Mind Beast	5) Glamour	5) Create Door	5) Endure Cold
6) Mold	6) Illusion of Sound	6) Delay	6) Finger of Fire
7) Plant Growth	7) Mind Wipe	7) Detect Traps	7) Illusion of Sight
8) Protection	8) Path Find	8) Distortion	8) Mind Change
9) Reduce Fatigue	9) Produce Wood	9) Enhance Hearing	9) Produce Metal
10) Reveal Aura	10) Repulsion	10) Enhance Perception	10) Propel
11) Seal	11) Runes	11) Far Slumber	11) Protection from Undead
12) Slumber	12) Silence	12) Force Limb	12) Statue
14) Throw	13) Storm of Dust	13) Locate	13) Storm of Cold
	14) Symbiosis	14) Misdirection	14) Tumblers
	15) Telepathy	15) Mute	15) Wall of Wood
	16) Tumble	16) Produce Stone	
	17) Web of Entanglement	17) Remove Poison	
		18) Slow	

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## Spells By Aura Level (9-20)

Aura Level 9	Aura Level 10	Aura Level 11	Aura Level 12
1) Call	1) Control Earth Elemental	1) Animate Object	1) Conceal Magic
2) Control Undead	2) Disruption	2) Confuse	2) Control Fire Elemental
3) Endure Poison	3) Duplicate Self	3) Control Temperature	3) Dispel Illusion
4) Enhance Sight	4) Endure Heat	4) Detect Protection	4) Elemental Water Form
5) Phase Weapon	5) Enhance Speed	5) Dispel Invisibility	5) Endure Electricity
6) Set	6) Finger of Electricity	6) Extend	6) Entrancement
7) Stone Swim	7) Illusion of Feeling	7) Mask Aura	7) Feeblemindedness
8) Storm of Daggers	8) Invisibility	8) Paralyzation	8) Finger of Deterioration
9) Wall of Ice	9) Mind Monster	9) Repair	9) Frictionless
10) Warding	10) Mind Set	10) Scrying	10) Illusion of Sensing
11) Wizard Rune	11) Mirror Wall	11) Slovenliness	11) Mirror Maze
	12) Non-Detection	12) Storm of Arrows	12) Produce Poison
	13) Piercing	13) True Flight	13) Sphere of Protection
	14) Produce Shelter	14) Unphase	14) Storm of Electricity
	15) Protection from Supernatural	15) Wall of Protection	15) Summon Water Elemental
	16) Reflection	16) Wall of Metal	16) Thunderclap
	17) Sharpness		17) Transmute to Stone
	18) Storm of Fire		18) Wall of Electricity
	19) Telekinesis		
	20) Transmute to Flesh		
	21) Wall of Fire		
	22) Wall of Stone		

Aura Level 13	Aura Level 14	Aura Level 15	Aura Level 16
1) Animate Bone	1) Change Self	1) Change Other	1) Combine
2) Animate Flesh	2) Command Word	2) Construct	2) Control Gravity
3) Brilliance	3) Control Aura Elemental	3) Dispel Magic	3) Disrupt Spell
4) Dispel Protection	4) Discourage	4) Enhance Personal	4) Duplicate Spell
5) Invulnerability	5) Elemental Air Form	5) Geas	5) Elemental Earth Form
6) Merge	6) Finger of Acid	6) Inflict Insanity	6) Endure Acid
7) Phase	7) Force Armor	7) Luck	7) Enhance Mental
8) Size Change	8) Frost Fire	8) Mind Trap	8) Seeking
9) Teleport	9) Life Sensing	9) Raise Undead Spirit	9) Sphere of Power
10) Touch of Pain	10) Mind Link	10) Stasis	10) Storm of Acid
11) Transport	11) Mind Swap	11) Storm of Spears	11) Storm of Paralysis
12) Weakness	12) Persuasion	12) Summon	12) Summon Earth Elemental
	13) Summon Air Elemental	13) Time Sight	13) Transmute to Crystal
	14) Transmute to Wood	14) Wall of Power	14) Unlucky

Aura Level 17	Aura Level 18	Aura Level 19	Aura Level 20
1) Blink	1) Anti-Divinity	1) Aura Strike	1) Corrupt
2) Change True	2) Bane	2) Cache	2) Creation
3) Dimension	3) Banish	3) Permanency	3) Elemental Aura Form
4) Enchant Area	4) Disintegrate	4) Raise Greater Undead Spirit	4) Enchantment
5) Enhance Physical	5) Elemental Fire Form	5) Rebirth	5) Summon Aura Elemental
6) Improved Telepathy	6) Endow Intelligence	6) Reincarnate	7) Wish
7) Incinerate	7) Enhance Mystical	7) Spell Turning	
8) Intensify	8) Explosion	8) Withering	
9) Plane Shift	9) Spell Absorption		
10) Raise Greater Undead	10) Storm of Deterioration		
11) Spell Merge	11) Summon Fire Elemental		
12) Storm of Bolts			
13) Warp Magic			



## Aura Level 1



### CHILL

**Type:** (Eng, Cre, Dis) **Distance to Focus:** Emanates  
**Magic Name:** Ath-Carmor **Save:** Magic Resistance  
**Memorization:** 5 Minutes **Failure:** None  
**Casting Time:** 10 Seconds **Range:** 2' per Aura  
**Area Affected:** Stream of frost **Duration:** 5 Seconds per Aura

**Description:** Creates a continuous stream of frost which emanates from the caster's hand and flies towards the target, affecting whatever it hits (the first body area, if a being). In order to hit a target, the caster must make a successful Intelligence save. The stream does 1d4 damage per 2 Aura placed into the spell every 10 seconds. Any body area protected by less than five points of armor is considered exposed. Beings in metal armor will take an additional one point if struck in the head or hands. A successful Magic Resistance equals no damage.

**Notes:** If this spell is held onto an object, such as beef, for 20 seconds, the object can be considered frozen. This effect does not apply to living beings.

### CLEAN

**Type:** (Nat, Alt, Meta) **Distance to Focus:** 1' per Aura  
**Magic Name:** Misten **Save:** Magic Resistance  
**Memorization:** 5 Minutes **Failure:** None  
**Casting Time:** 20 Seconds **Range:** None  
**Area Affected:** 1 ft<sup>2</sup> / Aura **Duration:** Instantaneous

**Description:** Causes dirt, grime, and scum to be destroyed in the area affected.

**Notes:** At 20 Aura, this effect becomes permanent; the area affected will always clean itself whenever it is stained. This spell does 1d4 damage per 2 Aura points to earth and slime based creatures. In addition, this spell has a 1% chance per Aura point used to dispel these types of creatures.

### COLOR

**Type:** (Nat, Alt) **Distance to Focus:** 3' / Aura  
**Magic Name:** Panamar **Save:** Magic Resistance  
**Memorization:** 5 Minutes **Failure:** None  
**Casting Time:** 2 Seconds **Range:** None  
**Area Affected:** 1 ft<sup>2</sup> per Aura **Duration:** 10 Min. per Aura

**Description:** Enables the spellcaster to change the color of an object to any color she can imagine. This does not affect living things. Magic items are allowed a Magic Resistance to avoid the effects of this spell.

**Notes:** A spell caster could use this to make a chameleon cloak recasting it to fit a specific environment. Such a cloak would give a +20% to Blend or Move Unseen while in this environment.

### ENHANCE TASTE

**Type:** (Min, Alt) **Distance to Focus:** Touch  
**Magic Name:** Femfla-Rorl **Save:** Magic Resistance  
**Memorization:** 5 Minutes **Failure:** None  
**Casting Time:** 1 Minute **Range:** None  
**Area Affected:** 1 Being **Duration:** 1 Hour per Aura

**Description:** Enhances the being's sense of taste. This gives the being affected the ability to detect poison at a 5% chance per Aura point used in the spell (within a single drop).

**Notes:** Beings who have been affected in this manner have difficulty eating normal food without complaint. This spell gives a +50% when resisting Illusions of Taste.

### FLICKER

**Type:** (Eng, Cre) **Distance to Focus:** Touch  
**Magic Name:** Pim **Save:** Magic Resistance  
**Memorization:** 5 Minutes **Failure:** None  
**Casting Time:** 2 Seconds **Range:** None  
**Area Affected:** A 1/4" Area **Duration:** 10 Min. per Aura

**Description:** Causes a magical fire about 2" tall to be called into being. It can be set anywhere. If it is touched to flesh, it will burn for 1 point of damage per 10 seconds. It will illuminate a 3' area.

**Notes:** The fire is non-exhaustible and does not require any combustible materials to keep it going, but it is capable of causing other objects to catch fire. The spellcaster is immune to the effects of the heat and could carry the flame on the end of a finger without discomfort.

### HOLD PLANT

**Type:** (Min, Con) **Distance to Focus:** 4' / Aura  
**Magic Name:** Fretay Yorl **Save:** Control Resistance  
**Memorization:** 5 Minutes **Failure:** None  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 ft<sup>3</sup> per Aura **Duration:** 10 Sec. per Aura

**Description:** Causes one plant to be held immobile for the duration of the effect. It is effective against spells like Entwine and Plant Move.

**Notes:** Only sapient plants are allowed a Control Resistance to avoid the effects.

### MAGIC SKIN

**Type:** (Nat, Cre, Min, Tra, Meta) **Distance to Focus:** 5' / Aura  
**Magic Name:** Ravna Dupic **Save:** Magic Resistance  
**Memorization:** 5 Minutes **Failure:** None  
**Casting Time:** 10 Minutes **Range:** 1 Mile per Aura  
**Area Affected:** Up to 1 ft<sup>2</sup> **Duration:** 1 Hour per Aura

**Description:** If cast on a non-living surface it causes a smooth skin to cover the surface. The caster can meditate and ignore his or her own sense of touch and instead feel through the new skin, up to a distance of one mile per Aura. The skin surface created can be up to one square foot per Aura point. The skin surface can absorb two points per Aura point and will heal 1 point per hour if not further damaged.

**Notes:** If cast on a being that does not currently possess a sense of touch, a soft skin will cover the surface of the entire body allowing the being to have a sense of touch. This version of the spell is not con-

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trolled by the caster after being cast. Putting skin on a being that did not have skin reduces overall hide by 5 points if he had hide or an armored surface. Each body area of skin has 2 additional Endurance per Aura point cast into the spell. The surface skin regenerates at a rate of 1 point per hour unless it is completely cut away from a being's body.

**Special Notes:** When this spell is cast at 20 Aura it automatically becomes permanent without Will Force loss. Enhance Touch can be cast onto magic skin, further adding to its ability to touch.

## MAGIC TONGUE

**Type:** (Nat, Cre, Min, Tra, Meta) **Distance to Focus:** 5' / Aura  
**Magic Name:** Ravna Rorl **Save:** Magic Resistance  
**Memorization:** 5 Minutes **Failure:** None  
**Casting Time:** 10 Minutes **Range:** 1 Mile per Aura  
**Area Affected:** 1 ft<sup>3</sup> **Duration:** 1 Hour per Aura

**Description:** If cast on a non-living surface it causes a rough looking tongue to protrude from the surface. The caster can meditate and ignore his own sense of taste and instead taste through the magic tongue, up to a distance of one mile per Aura. The tongue can appear to be large or small but cannot be larger than one foot long. The magic tongue has one Endurance per Aura cast into the spell, and will heal at a rate of one point per hour if not further damaged.

**Notes:** If cast on a being, magical or otherwise, that does not currently possess a sense of taste, a tongue appears in or near the mouth/maw that allows the affected being to taste. This version of the spell is not controlled by the caster after being cast.

**Special Notes:** When this spell is cast at 20 Aura it automatically becomes permanent without Will Force loss. Enhance Taste can be cast onto a magic tongue further adding to its ability to taste.

## MESSAGE

**Type:** (Min, Tra,) **Distance to Focus:** Self  
**Magic Name:** Xantal Reyra **Save:** Magic Resistance  
**Memorization:** 5 Minutes **Failure:** None  
**Casting Time:** 20 Seconds **Range:** Unlimited  
**Area Affected:** Caster's mind **Duration:** Instantaneous

**Description:** Allows the spellcaster to send a message to a person he visualizes. The message may consist of one word per Aura point. There is a 25% - 1% per Intelligence point that the message will be garbled (1d4+1 words lost). The message is spoken out loud by the caster, then transported simultaneously to the receiver with the same level, tone and emphasis used by the caster.

## MOVE

**Type:** (Nat, Dis) **Distance to Focus:** 2' / Aura  
**Magic Name:** Rimple **Save:** Magic Resistance  
**Memorization:** 5 Minutes **Failure:** None  
**Casting Time:** 10 Seconds **Range:** 4' per Aura  
**Area Affected:** 1 ft<sup>3</sup> per Aura **Duration:** 5 Seconds per Aura

**Description:** Allows the spellcaster to magically move one object. The object moved cannot be magical in nature, nor can it weigh more than 10 pounds per Aura point used in the spell, and the caster must continue to concentrate or the object will fall.

**Notes:** The object can be moved only at a moderate pace - about 5' per second at maximum velocity. If the caster attempts to hit a target with the object, he will need to roll against his attack skill.

## PLANT SPEAK

**Type:** (Min, Alt) **Distance to Focus:** Touch  
**Magic Name:** Yorl Sipar **Save:** Magic Resistance  
**Memorization:** 5 Minutes **Failure:** None  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Plant mind **Duration:** 1 Minute per Aura

**Description:** Causes one plant to become temporarily and dimly aware, allowing it to remember all that has transpired around it in its lifetime as feelings and impressions. The plant cannot literally speak, but communicates thoughts and impressions to the caster. Of course as non-magical plants have no sight, they cannot give visual images. The Game Master is the judge of just how much information the plant can give.

**Notes:** Some plants that have been stomped, cut, burned, etc. will remember this and may refuse any conversation.

## PRODUCE FOOD

**Type:** (Nat, Cre) **Distance to Focus:** 1' / Aura  
**Magic Name:** Mi-Enlan **Save:** N/A  
**Memorization:** 5 Minutes **Failure:** None  
**Casting Time:** 5 Seconds **Range:** N/A  
**Area Affected:** 1 ft<sup>3</sup> per Aura **Duration:** 1 Hour per Aura

**Description:** Allows the caster to produce 1 ft<sup>3</sup> of food (about 1 full meal for the average person) per Aura point used. The meal can consist of anything the caster desires. If appropriate, the meal will appear cooked, but not steaming.

**Notes:** If the food produced is dark and clinging such as molasses, the spell can be used to temporarily blind someone. The food must be created outside of the being's Aura Field, and simply drops onto the being, who may attempt to move out of the way as normal. If successful, the affected creature will be blinded for 1d10 seconds.



## PRODUCE LIGHT

**Type:** (Eng, Cre) **Distance to Focus:** Touch  
**Magic Name:** Mi-Flas **Save:** N/A  
**Memorization:** 5 Minutes **Failure:** None  
**Casting Time:** 5 Seconds **Range:** None  
**Area Affected:** 1' Radius/Aura **Duration:** 1 Minute per Aura

**Description:** Creates a diffuse light in the area affected for the duration of the spell. The light is incapable of blinding, nor does it appear to have a particular source. It illuminates an area 4 times the area affected.

**Notes:** If cast at 20 Aura, the spell becomes permanent. If given some sort of prearranged command, the light may be turned on and off.

## PRODUCE WATER

**Type:** (Nat, Cre) **Distance to Focus:** 1' / Aura  
**Magic Name:** Mi-Enlor **Save:** N/A  
**Memorization:** 5 Minutes **Failure:** None  
**Casting Time:** 5 Seconds **Range:** None  
**Area Affected:** 1 ft<sup>3</sup> per Aura **Duration:** 1 Hour per Aura

**Description:** Creates a volume of water that will appear anywhere the caster chooses, within the range of the spell. If there is no container, the water will simply rush downhill.

**Special Notes:** The spell can be cast into any container by touching its surface, even if it is closed.

## TARNISH

**Type:** (Nat, Alt) **Distance to Focus:** 5' / Aura  
**Magic Name:** Tethaan **Save:** Magic Resistance  
**Memorization:** 5 Minutes **Failure:** None  
**Casting Time:** 20 Seconds **Range:** None  
**Area Affected:** 5 ft<sup>2</sup> per Aura **Duration:** 30 Min. per Aura

**Description:** The area affected becomes dirty, tarnished and repulsive. If the object is magical in nature, it is allowed a Magic Resistance to avoid the effects of the spell.

**Notes:** At 20 Aura, this spell becomes permanent and the area affected will become dirty, tarnished and repulsive again after cleaning. This spell cures 1d4 damage per 2 Aura to earth and slime based creatures.

## TRIP

**Type:** (Nat, Dis) **Distance to Focus:** 1' / Aura  
**Magic Name:** Pethall **Save:** Magic Resistance  
**Memorization:** 5 Minutes **Failure:** None  
**Casting Time:** 5 Seconds **Range:** 1' per Aura  
**Area Affected:** 1 ft<sup>3</sup> per Aura **Duration:** Instantaneous

**Description:** The spell displaces the being's leg or supportive limb just enough to throw it off balance. If the being fails his Magic Resistance, the being is then required to make an Agility save or fall, losing 2-5 seconds of action.

**Notes:** This spell only functions on creatures that possess legs. Snakes and other leg-less creatures are unaffected.

## WARM

**Type:** (Eng, Cre, Dis) **Distance to Focus:** Emanates  
**Magic Name:** Ath-Hetay **Save:** Magic Resistance  
**Memorization:** 5 Minutes **Failure:** None  
**Casting Time:** 10 Seconds **Range:** 2' per Aura  
**Area Affected:** Stream of heat **Duration:** 5 Seconds per Aura

**Description:** Creates a continuous stream of fire which emanates from the caster's hand and flies toward the target, affecting whatever it hits (the first body area, if a being). In order to hit a target, the caster must make a successful Intelligence save. The stream does 1d6 damage per 4 Aura placed into the spell every 10 seconds. All exposed areas will take damage, and leather and cloth areas will protect only the normal amount of damage, taking fire damage themselves on a 1 per 1 basis (clothing will catch fire as well). A successful Magic Resistance equals no damage.

**Notes:** If this spell is held onto a substance, such as water, for 20 seconds, the substance can be considered boiling. This effect does not apply to living beings.

## Aura Level 2

## ANIMAL SPEAK

**Type:** (Min, Alt) **Distance to Focus:** Touch  
**Magic Name:** Sipar Rojor **Save:** Magic Resistance  
**Memorization:** 10 Minutes **Failure:** 2% per Aura  
**Casting Time:** 1 Minute **Range:** None  
**Area Affected:** 1 Animal mind **Duration:** 1 Minute per Aura

**Description:** Causes one animal to become temporarily and barely sapient, allowing it to remember all that has transpired around it in its lifetime as impressions and vague memories. The animal will be able to speak the spellcaster's primary language. The animal's voice will be an expansion of the creature's vocal range, thus a tiger will sound like a tiger and an elephant will sound like an elephant. Animals should be considered of low intelligence, and will only be able to give out limited information. The Game Master will determine just how lucid the information is.

**Notes:** Animals that have been especially mistreated will remember this and refuse to answer any questions.

## CLIMB

**Type:** (Nat, Alt) **Distance to Focus:** Self  
**Magic Name:** Parup **Save:** Magic Resistance  
**Memorization:** 10 Minutes **Failure:** 2% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being **Duration:** 1 Minute per Aura

**Description:** The spellcaster can climb all surfaces just as if he were a spider for the duration of the spell. The spell causes the being's body to adhere to any surface he desires. The being can carry half its load limit while climbing. The being affected can be on a roof and has a +30% to surprise while so doing.

## DIG

**Type:** (Nat, Alt, Meta) **Distance to Focus:** Touch  
**Magic Name:** Grem **Save:** Magic Resistance  
**Memorization:** 10 Minutes **Failure:** 2% per Aura  
**Casting Time:** 15 Seconds **Range:** None  
**Area Affected:** 10 ft<sup>3</sup> / 4 Aura **Duration:** Instantaneous

**Description:** This spell causes dirt and other material to be destroyed in the area affected. The area affected is a volume equal to a 10' cube for each 4 Aura points used to cast the spell. The shape of a Dig spell effect, however, does not have to be cubical. It can be any shape the caster desires as long as the total volume destroyed is not larger than the total volume allowed by the Aura put into the spell. This spell does 1d4+1 damage per 2 Aura points to earth and slime based creatures. In addition, this spell has a 1% chance per Aura point used to dispel these types of creatures.

**Notes:** No one side in the area affected can be smaller than 1'. A failure chance is associated with digging through different types of materials: 0%-Earth, 25%-Stone, 50%-Metal, 100%-Magic



## DISTRACT

**Type:** (Min, Con) **Distance to Focus:** 2' / Aura  
**Magic Name:** Therovra **Save:** Control Resistance  
**Memorization:** 10 Minutes **Failure:** 2% per Aura  
**Casting Time:** 5 Seconds **Range:** None  
**Area Affected:** 1 Being's mind **Duration:** 2 Seconds per Aura

**Description:** This spell causes the attention of one being to be distracted away from the caster for the duration of the spell. This has the following effects: +50% to Move Unseen, +50% to Move Unheard, +30% to Surprise and +50% to Blend. If the caster does not possess these skills, then these bonuses are added to the common skill chances.  
**Notes:** This spell will not work on beings with an 18 or higher Will Force, or beings with a 19 or higher Intelligence.

## FLOAT

**Type:** (Nat, Alt) **Distance to Focus:** Touch  
**Magic Name:** Lethart **Save:** Magic Resistance  
**Memorization:** 10 Minutes **Failure:** 2% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being **Duration:** 10 Sec. per Aura

**Description:** When this spell is cast upon a being (or object), it causes her (or it) to be able to float weightless, as if she were unaffected by gravity. This, however, does not grant the ability of flight, as the being has no way to propel herself. The affected being or object is at the mercy of the wind or other elements just as if she had become a balloon. The being can find something solid to push herself off of in order to move. Each time the being wishes to change direction or perform a difficult maneuver, she must make an Agility save. If the being is falling when the spell is cast, she will float in a random direction due to wind resistance, and will slowly fall to the earth like a balloon, all the while suffering from the effects of any wind.

**Notes:** This spell will not work on any being that does not wish it to, and the Magic Resistance is considered automatic. Nothing over a 1/2 ton weight limit can be floated.

## FUMBLE

**Type:** (Nat, Dis) **Distance to Focus:** 2' per Aura  
**Magic Name:** Sorel **Save:** See below  
**Memorization:** 10 Minutes **Failure:** 2% per Aura  
**Casting Time:** 5 Seconds **Range:** 1' per Aura  
**Area Affected:** 1 Object **Duration:** Instantaneous

**Description:** Causes one being to make a Magic Resistance or have one object in its hand to be thrown up to 1' per Aura point. Agility save at -4% per Aura point is required else anything being held will be dropped. It takes 1d4+1 seconds to recover each lost article.

## HIDE

**Type:** (Ill) **Distance to Focus:** Touch  
**Magic Name:** Zelfar **Save:** Illusion Resistance  
**Memorization:** 10 Minutes **Failure:** 2% per Aura  
**Casting Time:** 1 Minute **Range:** None  
**Area Affected:** 1 Object **Duration:** 1 Hour per Aura

**Description:** This spell causes one immobile target to be covered in a minor visual illusion that causes the focus to appear to be part of the room or area that it occupies. The maximum focus size is 5 cubic feet

per Aura point. The caster must determine the form of the focus.

**Example:** This spell is cast upon a long sword sheathed in the ground, sitting in a grove of trees. The sword might be made to appear like a small tree.

**Notes:** This spell is an illusion, and its effects can be avoided if the character makes a successful Illusion Resistance.

## HOLD ANIMAL

**Type:** (Min, Con) **Distance to Focus:** 3' / Aura  
**Magic Name:** Fretay Rojor **Save:** Control Resistance  
**Memorization:** 10 Minutes **Failure:** 2% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Animal mind **Duration:** 10 Sec. per Aura

**Description:** The animal affected by this spell is held motionless for the duration of the spell.

**Notes:** Sapiient animals are allowed a Control Resistance.

## ILLUSION OF TASTE

**Type:** (Ill) **Distance to Focus:** Touch  
**Magic Name:** Rorl Ravna **Save:** Illusion Resistance  
**Memorization:** 10 Minutes **Failure:** 2% per Aura  
**Casting Time:** 2 Seconds **Range:** Taste  
**Area Affected:** 1' Radius/Aura **Duration:** 10 Sec. per Aura

**Description:** This spell enables the caster to give illusionary tastes to anything being eaten or tasted in the area affected. The area affected is a 1' radius sphere per Aura point used to cast the spell. As with all illusion spells, the caster must concentrate to produce the effects and may cast no other spells while manipulating the illusion.

**Notes:** Illusions of Taste can include: sweet, sour, salty, rancid, succulent, bitter, bland, spicy, poisonous, etc. Something could be made to taste so bad that the consumer would have to make a Will Force save or gag.

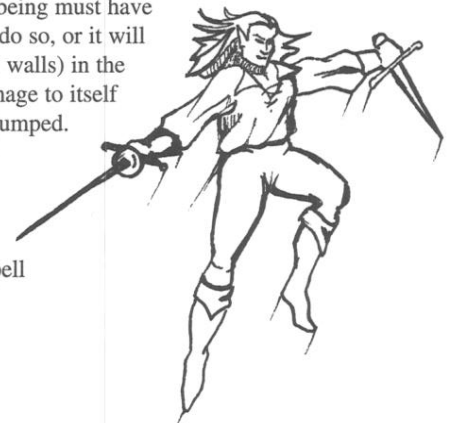
## JUMP

**Type:** (Nat, Dis, Meta) **Distance to Focus:** Touch  
**Magic Name:** Nembor **Save:** None  
**Memorization:** 10 Minutes **Failure:** 2% per Aura  
**Casting Time:** 20 Seconds **Range:** 60' forward  
**Area Affected:** 1 Being **Duration:** 10 Seconds per Aura

**Description:** The recipient of this spell's effects can jump up to 60' forward or backward, 30' upward, or 120' downward (without taking falling damage). The spell lasts until the duration has run out or until the being has used up to one jump per 2 Aura.

**Notes:** The jumping being must have the room required to do so, or it will strike objects (such as walls) in the way doing falling damage to itself equal to the distance jumped.

If jumping within the specified distance, the being takes no damage from falling, as the jump spell cushions the fall.



## MAGIC NOSE

**Type:** (Nat, Cre, Min, Tra, Meta) **Distance to Focus:** 5' / Aura  
**Magic Name:** Ravna Rinken **Save:** Magic Resistance  
**Memorization:** 10 Minutes **Failure:** 2% per Aura  
**Casting Time:** 10 Minutes **Range:** 1 Mile per Aura  
**Area Affected:** Up to 1 ft<sup>3</sup> **Duration:** 1 Hour per Aura

**Description:** If cast on a non-living surface it causes a protruding nose to appear on the surface. The caster can meditate and ignore his own sense of smell and instead smell through the magic nose. The nose can appear to be large or small but cannot be larger than a cubic foot. The magic nose has one Endurance per Aura cast into the spell, and will heal at a rate of one point per hour if not further damaged.

**Notes:** If cast on a being that does not currently possess a sense of smell, a nose appears above or near the mouth/maw and allows the affected being to smell. This version of the spell is not controlled by the caster after being cast.

**Special Notes:** When this spell is cast at 20 Aura it automatically becomes permanent without Will Force loss. Enhance Smell can be cast onto a magic nose further adding to its ability to smell.

## MEND

**Type:** (Nat, Cre) **Distance to Focus:** Touch  
**Magic Name:** Esken **Save:** Magic Resistance  
**Memorization:** 10 Minutes **Failure:** 2% per Aura  
**Casting Time:** 1 Minute **Range:** None  
**Area Affected:** 1 ft<sup>3</sup> per Aura **Duration:** 10 Min. per Aura

**Description:** This spell temporarily mends objects which have been broken, chipped, cracked or otherwise flawed as long as no more than half of the object is missing. The object is only magically held together; when the duration of the spell is over, the magic will fade and the object will fall apart.

**Notes:** This spell will fix broken magic items, but will not cause them to be re-enchanted. Only the casting of a new Enchantment spell will cause the magic to return.

## PREDICT WEATHER

**Type:** (Sen) **Distance to Focus:** Self  
**Magic Name:** Invis Cumle **Save:** N/A  
**Memorization:** 10 Minutes **Failure:** 2% per Aura  
**Casting Time:** 10 Minutes **Range:** 1 Mile per Aura  
**Area Affected:** Caster's mind **Duration:** Instantaneous

**Description:** The spell caster is endowed with the ability to sense the weather patterns in any one area within a one mile radius per Aura point used in the casting of the spell. The sensing ability looks forward one day for every 4 Aura points.

**Notes:** This spell will not allow the caster to sense weather changes that are caused by the Control Weather invocation.

## PRODUCE SMOKE

**Type:** (Nat, Cre) **Distance to Focus:** 3' / Aura  
**Magic Name:** Mi-Eregal **Save:** Magic Resistance  
**Memorization:** 10 Minutes **Failure:** 2% per Aura  
**Casting Time:** 5 Seconds **Range:** None  
**Area Affected:** 1' Radius/Aura **Duration:** 5 Seconds per Aura

**Description:** This spell causes a cylinder shaped cloud of smoke 1' in radius and 10' high, per Aura point used. All who are within the cloud

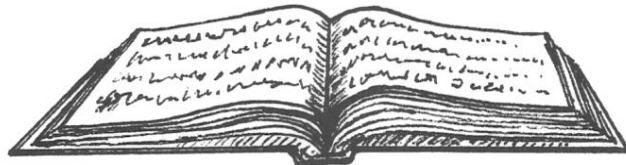
must make a Magic Resistance or be blinded for the spell's duration.

**Notes:** The spell caster is immune to the effects of his own spell.

## READ

**Type:** (Min, Alt) **Distance to Focus:** Self  
**Magic Name:** Fi **Save:** N/A  
**Memorization:** 10 Minutes **Failure:** 2% per Aura  
**Casting Time:** 1 Minute **Range:** None  
**Area Affected:** Caster's mind **Duration:** 1 Minute per Aura

**Description:** This spell enables the caster to read any and all script unless it is protected by a Runes spell or is some form of code.



## READ AURA

**Type:** (Sen) **Distance to Focus:** Self  
**Magic Name:** Fi-Aria **Save:** Magic Resistance  
**Memorization:** 10 Minutes **Failure:** 2% per Aura  
**Casting Time:** 5 Seconds **Range:** Sight  
**Area Affected:** Caster's mind **Duration:** 1 Minute per Aura

**Description:** This spell allows the caster to see the Aura around one object, being or place. The Aura reveals its color and current Aura attribute score. The color of Aura indicates a being or object's alignment or lack of alignment. Shades of a color indicate current tendencies. This spell is not to be confused with the skill Detect Aura which only allows a user to feel or sense Aura emanations and doesn't reveal the nature of the Aura. See Aura in the aspects of Magic section.

**Notes:** The spells Non Detection, Invisibility or Mind Set make it impossible to read Aura with this spell. The Mind Change spell does not alter the Aura color or strength of a being, Mask Aura must be used for this purpose. Therefore this spell will reveal the true alignment of a being under the influence of Mind Change, unless a Mask Aura has been cast as well, or one of the spells listed above protects the mind changed individual from being read. If the caster is blinded or cannot see the person, place or thing being read, then the spell will not function.

## SHOCK

**Type:** (Eng, Cre, Eng) **Distance to Focus:** Touch  
**Magic Name:** Statar **Save:** Magic Resistance  
**Memorization:** 10 Minutes **Failure:** 2% per Aura  
**Casting Time:** 5 Seconds **Range:** None  
**Area Affected:** 1 ft<sup>3</sup> per Aura **Duration:** 10 Sec. per Aura

**Description:** Causes the caster's hands to be charged with electricity. The next being that is touched by the spellcaster will take 1 point of damage in the body area touched per Aura point used. This spell can be cast on a metal blade for identical effects, in which case it is triggered by the wielder. The effect ends when the duration has run out, even if nothing has been touched.

**Notes:** The being affected is allowed a Magic Resistance. If he makes the roll by less than or equal to 1/2 the chance no damage is taken. If the roll resistance was made, but was greater than a 1/2 save, then half damage is taken. Failure indicates full damage.

## Aura Level 3

### ADHERE

**Type:** (Meta) **Distance to Focus:** Touch  
**Magic Name:** Grelip **Save:** Magic Resistance  
**Memorization:** 15 Minutes **Failure:** 2% per Aura  
**Casting Time:** 1 Minute **Range:** None  
**Area Affected:** 1 Object **Duration:** 30 Sec. per Aura

**Description:** Allows the spellcaster to touch a single object and cause it to adhere to the next object it touches. The object will be adhered at 20 pounds per 2 Aura points used in casting the spell. This means that for every 2 Aura points used, 20 pounds of pressure must be applied to pull the object free from whatever it has been adhered to. Otherwise, it remains stuck. A character may exert up to his load limit to pull himself or the adhered object free. A successful Force skill roll will also work.

**Notes:** If the adhered object touches flesh, the being gets a Magic Resistance to avoid the object sticking. If it sticks, the outer layer of skin will drop off 8-12 hours later, freeing the adhered creature. Characters attempting to pull free may do so if they possess enough strength, but will take 2d6 damage to adhered areas.

### CATCH

**Type:** (Nat, Dis) **Distance to Focus:** 1' /Aura  
**Magic Name:** Grov **Save:** Magic Resistance  
**Memorization:** 15 Minutes **Failure:** 2% per Aura  
**Casting Time:** 1 Second **Range:** 1' per Aura  
**Area Affected:** 1 ft<sup>3</sup> per Aura **Duration:** Instantaneous

**Description:** When this spell is cast, one hurled object will come to a halt within 1' per Aura of the spellcaster and drop to the ground. The caster must see the object coming to stop it. The object may not weigh more than 5 pounds per Aura point. This spell can also be used on missiles that are magical in nature.

**Notes:** A missile weapon that can reach its target in less than a second may not be stopped. It is up to the GM to determine if this is the case or not, based on the projectile speeds given in the Master's Manual. Timing of this spell is tricky, and in most cases, this means that the caster must start the spell in the second just before the missile is fired.

### ENHANCE SMELL

**Type:** (Min, Alt) **Distance to Focus:** Touch  
**Magic Name:** Femfla Rinken **Save:** Magic Resistance  
**Memorization:** 15 Minutes **Failure:** 2% per Aura  
**Casting Time:** 1 Minute **Range:** None  
**Area Affected:** 1 Being **Duration:** 1 Hour per Aura

**Description:** Enhances a being's sense of smell and allows it to gain the following abilities:

1) A bonus of +3% per Aura point to the Smell skill. If the being does

not already have the skill Smell, they gain it as a common skill.  
 2) +50% Illusion Resistance to illusions of smell.

### FORCE SHIELD

**Type:** (Nat, Cre, Dis) **Distance to Focus:** Emanates  
**Magic Name:** Porler Mila **Save:** N/A  
**Memorization:** 15 Minutes **Failure:** 2% per Aura  
**Casting Time:** 3 Seconds **Range:** 1' per Aura  
**Area Affected:** 3' Diameter **Duration:** 10 Seconds/Aura

**Description:** The spell creates an invisible shield of force that protects the caster from melee and missile weapons. However, all magical weapons and magical effects pass through the shield. The spellcaster must concentrate on the shield to block incoming attacks. No offensive actions may be taken or the shield will vanish. The shield will block a maximum of 10 attacks against the caster per combat round (one each second). The shield will stop 100 points of damage per attack, and any damage which exceeds this value will be treated as smashing damage, possibly breaking the concentration of the caster (as per concentration rules). The spellcaster must make an Intelligence save for every attack or the shield will fail to prevent that attack.

**Notes:** The shield can be used to block another person from attacks, but the distance that the shield can go from the caster is limited to 1' per Aura.

### FRESHEN

**Type:** (Nat, Alt, Meta) **Distance to Focus:** 1' /Aura  
**Magic Name:** Chilar **Save:** Magic Resistance  
**Memorization:** 15 Minutes **Failure:** 2% per Aura point  
**Casting Time:** 1 Minute **Range:** None  
**Area Affected:** See below **Duration:** 1 Hour per Aura

**Description:** This spell causes objects to remain fresh and free from decay or disease. It has various effects depending on the object it is cast upon.

**On a Container:** Area of affect is 1' x 1' x 1' per Aura point. If the container is larger than the spell volume, then the spell will not function. A container can be a room, bag, bottle, coffin or anything that can be sealed effectively. While the spell is in effect and the container is sealed, the perishable items such as food remain untainted and wholesome. If the food is somewhat decayed all disease and poisons will be destroyed. If the item is living 1 damage point per 4 Aura points used to cast the spell will be healed to all areas that are wounded once per hour. If the item is non-living, then it will merely be kept in a preserved state. While the object is unsealed, the spell is suspended. If the container is unsealed long enough, perishable objects will spoil.

**On a Person:** Reduces fatigue one level, heals one point of damage to all areas once per hour including damage from poisons and disease. Use of this spell allows the affected being to make a new Poison Resistance and Disease Resistance roll if the being is afflicted with either malady.

**On an Object:** If the object is food oriented, then it merely remains unspoiled and is free of poisons and diseases. If it's cast on a less perishable item, that item remains as if brand new.

**Notes:** The container and object versions of this spell are permanent if cast at 20 or higher Aura.



## INTERDIMENSIONAL MESSAGE

**Type:** (Min, Dim, Tra, Meta) **Distance to Focus:** Self  
**Magic Name:** Inxta Reypa **Save:** Magic Resistance  
**Memorization:** 15 Minutes **Failure:** 2% per Aura point  
**Casting Time:** 10 Seconds **Range:** Unlimited  
**Area Affected:** Caster's mind **Duration:** Instantaneous

**Description:** This spell allows the caster to send a message to a being visualized at the time of casting. The message will seek its intended target on any plane or locale. There is a chance that the message will be slightly garbled (25%-1% per Intelligence point of the spellcaster). If the message is garbled, 1d4+1 words of the message are lost. The message is spoken out loud by the caster and is heard simultaneously by the receiver exactly as it is spoken. This includes volume, tone and emphasis.

## LEVITATE

**Type:** (Nat, Alt, Dis) **Distance to Focus:** Touch  
**Magic Name:** Flayola **Save:** N/A  
**Memorization:** 15 Minutes **Failure:** 2% per Aura  
**Casting Time:** 5 Seconds **Range:** See below  
**Area Affected:** 1 Being **Duration:** 20 Sec. per Aura

**Description:** This spell works exactly like the spell Float, but also grants the affected being the ability to float only up or down at 5' per second. The being must concentrate while moving however, and must make an Intelligence save to make any difficult movements.

**Notes:** This spell will not work on beings who do not wish it to take effect.



## MAGIC EAR

**Type:** (Nat, Cre, Min, Tra, Meta) **Distance to Focus:** 5' /Aura  
**Magic Name:** Ravna Vislim **Save:** Magic Resistance  
**Memorization:** 15 Minutes **Failure:** 2% per Aura  
**Casting Time:** 10 Minutes **Range:** 1 Mile per Aura  
**Area Affected:** 1 ft<sup>3</sup> per Aura **Duration:** 1 Hour per Aura

**Description:** If cast on a non-living surface, it causes a wrinkled ear to appear on the surface. The caster can meditate and ignore her own sense of hearing and instead hear through the magic ear. The ear can appear to be large or small but cannot be larger than a square foot. The magic ear has one Endurance per Aura cast into the spell. It will heal at a rate of one point per hour if not further damaged.

**Notes:** If cast on a being, magical or otherwise that does not currently possess a sense of hearing, an ear appears on one side of the head or brain case, granting the being a sense of hearing. A further casting allows a second ear to appear opposite to the first.

**Special Notes:** When this spell is cast at 20 Aura, it automatically becomes permanent without Will Force loss. Enhance Hearing can be cast onto a magic ear further adding to its ability to hear.

## NIGHT VISION

**Type:** (Min, Alt) **Distance to Focus:** Touch  
**Magic Name:** Flam Invis **Save:** Magic Resistance  
**Memorization:** 15 Minutes **Failure:** 2% per Aura  
**Casting Time:** 1 Minute **Range:** None  
**Area Affected:** 1 Being's mind **Duration:** 1 Hour per Aura

**Description:** Allows the affected being to see in total darkness, as if it were twilight.

**Notes:** Beings affected by this spell are -4 to hit and -2 damage in sunlight. Brilliance has a double effect while the being is under this spell.

## PLANT CONTROL

**Type:** (Min, Con) **Distance to Focus:** 4' /Aura  
**Magic Name:** Rarp Yorl **Save:** None  
**Memorization:** 15 Minutes **Failure:** 2% per Aura  
**Casting Time:** 5 Seconds **Range:** None  
**Area Affected:** 1 Being **Duration:** 1 Minute per Aura

**Description:** This causes one plant to follow the commands of the caster for the duration of the spell. This spell will also work on insects and creatures which are driven by instinct (no greater than a 1 rating in mental attributes). The spell will not work if the plant is sapient.

**Notes:** This spell does not grant the plant powers which it does not already possess. Control is absolute and the being will do whatever is ordered to the best of its capabilities.

## PRODUCE CLOTHING

**Type:** (Nat, Cre) **Distance to Focus:** 1' /Aura  
**Magic Name:** Mi-Sentia **Save:** N/A  
**Memorization:** 15 Minutes **Failure:** 2% per Aura  
**Casting Time:** 1 Minute **Range:** None  
**Area Affected:** 25 ft<sup>2</sup> Aura **Duration:** 1 Day per Aura

**Description:** This spell allows the caster to produce clothing visualized at the time of the casting. The produced clothing may either appear on the target or appear neatly folded in a place of the caster's choosing within the range. Clothing produced is magical in nature and is +1 to armor value per 5 Aura used in the spell, with a +6 maximum. The clothing can be of anything, from the softest silk, to the toughest leather. The social skill Tailoring must be used to produce fine clothing.

**Notes:** The fibers of the clothing are produced magically and were never the fur, skin or webbing of any creature. Nothing thicker than a suit of heavy leather and fur could be produced by this spell (8 points armor value plus the magical bonus listed above).

**Special Notes:** If cast at 20 Aura, the clothing produced is permanent. A +30% can be added to the Tailoring skill roll, if used with this spell.

## PRODUCE FIRE

**Type:** (Eng, Cre) **Distance to Focus:** 5' /Aura  
**Magic Name:** Mi-Nama **Save:** Magic Resistance  
**Memorization:** 15 Minutes **Failure:** 2% per Aura  
**Casting Time:** 5 Seconds **Range:** None  
**Area Affected:** 1/2' Rad./Aura **Duration:** 10 Sec. per Aura

**Description:** Allows the caster to create a magical fire that has a 1/2' radius per Aura point cast into the spell. The fire will do one point of

flesh damage per Aura point, unless the person it is cast upon makes a Magic Resistance.

**Notes:** The fire produced will ignite combustible materials.

## PRODUCE FOG

**Type:** (Nat, Cre) **Distance to Focus:** 4' / Aura  
**Magic Name:** Mi-Merlor **Save:** Magic Resistance  
**Memorization:** 15 Minutes **Failure:** 2% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 10' x 20' **Duration:** 10 Sec. per Aura

**Description:** This spell creates a thick fog that is 10' high x 20' wide. All who fail their Magic Resistances within the area affected are temporarily blinded as long as they remain within the fog.

**Notes:** High winds or similar effects will dissipate the fog.

## Aura Level 4

## ALARM

**Type:** (Eng, Cre, Meta) **Distance to Focus:** Touch  
**Magic Name:** Trelm **Save:** N/A  
**Memorization:** 20 Minutes **Failure:** 2% per Aura  
**Casting Time:** 10 Minutes **Range:** None  
**Area Affected:** 5' Rad./Aura **Duration:** 1 Hour per Aura

**Description:** Creates a magical circle with the caster as the center. The circle will have a 5' radius per Aura point cast into it. The edge of the circle becomes, in effect, a magical tripwire. If any sapient being other than the caster passes through the circle's edge, a loud noise of the caster's choice (bell, thunder, clapping, etc.), will sound until the caster is awakened. This spell only works against the first creature to activate the alarm, then the spell will fade.

**Notes:** Once cast, the circle may not be moved. The area affected is not a sphere, but a circular ring, considered to be 3" high. Creatures which can fly can go over it, and the GM may wish to allow a random roll for creatures with a large stride, to see if they have avoided the ring. The ring can be set not to trigger for small animals, decided at the time of casting.

## DETECT ENEMY

**Type:** (Sen) **Distance to Focus:** Self  
**Magic Name:** Invis Paltan **Save:** N/A  
**Memorization:** 20 Minutes **Failure:** 2% per Aura  
**Casting Time:** 1 Minute **Range:** Sight  
**Area Affected:** Caster's mind **Duration:** 10 Sec. per Aura

**Description:** The caster of this spell can feel the presence of hostile beings within sight. The caster can feel the number and strength of enemies about him, but cannot tell who the enemies are if there is more than one being in sight.

**Notes:** As with all detection spells, a Non-Detection nullifies its effects.

**Special Notes:** Use of the spell Mind Set or Mind Change will not be detected with this spell, nor will beings using Thought Projection or Body Control skills.

## ENHANCE TOUCH

**Type:** (Min, Alt) **Distance to Focus:** Touch  
**Magic Name:** Femfla Reftay **Save:** Magic Resistance  
**Memorization:** 20 Minutes **Failure:** 2% per Aura  
**Casting Time:** 1 Minute **Range:** None  
**Area Affected:** 1 Being **Duration:** 1 Hour per Aura

**Description:** This spell enhances a being's sense of touch. The affected being can sense color by touch alone and has a +25% when searching for secret doors or compartments.

**Notes:** Beings affected by this spell take +4 damage when struck by a cutting weapon. It also grants +50% Illusion Resistance to illusions of touch.

## ENTWINE

**Type:** (Nat, Alt, Dis) **Distance to Focus:** Touch  
**Magic Name:** Lindar **Save:** See below  
**Memorization:** 20 Minutes **Failure:** 2% per Aura  
**Casting Time:** 5 Seconds **Range:** 3' per Aura  
**Area Affected:** See below **Duration:** 10 Sec. per Aura

**Description:** Causes the affected number of plants, 1 plant per 4 Aura points, to attempt to entwine and hold the caster's enemies. The plants can reach targets which are no more than 3' per Aura point away, or the maximum length of their branches/vines. A roll to hit must be made for each part of the plant which wishes to entwine an enemy vs. a 10, as per standard combat grappling. See below for effects:

Plant Type	Entangling	Holding
Bush, Thick	25%	50%-2% per Strength point
Tree, Small	40%	60%-2% per Strength point
Tree, Medium	50%	70%-2% per Strength point
Tree, Large	60%	80%-2% per Strength point
Vines*	70%	90%-2% per Strength point

\*Vines do 3d6 constriction damage per combat round to the areas affected.

**Entangling:** The chance per 10 seconds of grabbing the caster's enemies if they are within range of the plant.

**Holding:** The chance of holding the caster's enemies per combat round minus a breaking percentage reflecting the Strength of the caster's enemy.

**Notes:** Plant Move will enable the plants to chase the enemies.

## FAST FREEZE

**Type:** (Nat, Alt) **Distance to Focus:** 2' / Aura  
**Magic Name:** Exrom Carmor **Save:** Magic Resistance  
**Memorization:** 20 Minutes **Failure:** 2% per Aura  
**Casting Time:** 5 Seconds **Range:** None  
**Area Affected:** 1' Cube/Aura **Duration:** Instantaneous

**Description:** Causes all non-magical freeze-able liquid to instantly freeze within the area affected. This happens evenly throughout the area affected. Normal melting begins after the spell is cast. If cast on a large body of water, an ice floe is created.

**Notes:** When cast directly after soak, if the target fails a Magic Resistance, the spell causes the liquid produced to freeze on the surface of the individual and stiffen clothes, etc. This spell will not freeze the liquid within a being's body. If a living being is within a body of liquid where the spell is cast, the liquid 6" around the being will not freeze.

**Special Notes:** Water Elementals take 1d4 damage per 4 Aura cast in the spell.

## FIST OF MAGIC

**Type:** (Eng, Cre, Dis) **Distance to Focus:** Emanates  
**Magic Name:** Porles Ravna **Save:** Magic Resistance  
**Memorization:** 20 Minutes **Failure:** 2% per Aura  
**Casting Time:** 10 Seconds **Range:** 3' per Aura  
**Area Affected:** Fist shaped bolt **Duration:** Instantaneous

**Description:** This spell produces a shimmering fist which strikes one target and then fades. One fist is produced for every 4 points of Aura and each takes 2 seconds to strike. The fists appear consecutively, so at 8 Aura one fist is produced at the end of the casting time, and a second fist is produced 2 seconds later. Each fist does 1d4 damage, passing through all non-magical armor. If a successful Magic Resistance is rolled, then the target only takes 1/2 damage.

**Notes:** The caster must concentrate on the fists and make a Intelligence save to strike the area for which they are aiming.

## HOLD

**Type:** (Min, Con) **Distance to Focus:** 3' per Aura  
**Magic Name:** Fretay **Save:** Control Resistance  
**Memorization:** 20 Minutes **Failure:** 2% per Aura  
**Casting Time:** 5 Seconds **Range:** None  
**Area Affected:** 1 Being **Duration:** 5 Seconds per Aura

**Description:** Causes one humanoid creature to make a Control Resistance or be held in place for the duration of the spell. The being can still breathe, and while in combat is allowed a new Control Resistance at the end of each Resolution stage to break free.

**Notes:** All attacks are at +10 to hit and x2 damage versus held beings.

**Special Notes:** This spell will not work on beings with a Will Force rating of 15 or higher.

## IGNITE

**Type:** (Nat, Alt) **Distance to Focus:** 3' /Aura  
**Magic Name:** Exrom Nama **Save:** Magic Resistance  
**Memorization:** 20 Minutes **Failure:** 2% per Aura  
**Casting Time:** 20 Seconds **Range:** None  
**Area Affected:** 1' Cube/Aura **Duration:** Instantaneous

**Description:** Causes all combustible material in the area affected to ignite evenly and instantly. Once ignited, the material will burn until all fuel is exhausted or the material is doused or smothered long enough to extinguish the flame.

**Notes:** Living beings and magical items are unaffected by this spell. If the spell is cast on any of the being's possessions (within 6' of him), they will only be affected if a Magic Resistance is failed.

**Special Notes:** Material is considered combustible if it would light from the flame of a candle within 30 seconds. Explosive material is ignited evenly by this spell, creating a more powerful blast that adds +1 per die of damage done from a normal explosion.



## ILLUSION OF SMELL

**Type:** (Ill) **Distance to Focus:** Touch  
**Magic Name:** Rinken Ravna **Save:** Illusion Resistance  
**Memorization:** 20 Minutes **Failure:** 2% per Aura  
**Casting Time:** 2 Seconds **Range:** Smell  
**Area Affected:** 1' Radius/Aura **Duration:** 10 Sec. per Aura

**Description:** Allows the caster to create any illusion of smell in a 1' radius per Aura point cast into the spell. All beings smell what the caster wishes, unless they choose to resist.

## MAGIC EYE

**Type:** (Nat, Cre, Min, Tra, Meta) **Distance to Focus:** 5' /Aura  
**Magic Name:** Ravna Invis **Save:** Magic Resistance  
**Memorization:** 20 Minutes **Failure:** 2% per Aura  
**Casting Time:** 10 Minutes **Range:** 1 Mile per Aura  
**Area Affected:** 1 ft<sup>3</sup> **Duration:** 1 Hour per Aura

**Description:** If cast on a non-living surface it causes a lidded eye to appear on the surface. The caster can meditate and ignore his own sense of sight and instead see through the eye. The eye can appear to be large or small but cannot be larger than a square foot. The magic eye has 1 Endurance per 2 Aura cast into the spell. It will heal at a rate of one point per hour if not further damaged.

**Notes:** If cast on a being, magical or otherwise, that does not currently possess a sense of sight, an eye appears on the front of the head or brain case, granting the being a sense of sight. A further casting allows a second eye to appear allowing for stereoscopic vision.

**Special Notes:** When this spell is cast at 20 Aura it automatically becomes permanent without Will Force loss. Enhance Sight can be cast onto a magic eye further adding to its ability to see.

## MAGIC VOICE

**Type:** (Nat, Cre, Min, Tra, Meta) **Distance to Focus:** 5' /Aura  
**Magic Name:** Ravna Sipar **Save:** Magic Resistance  
**Memorization:** 20 Minutes **Failure:** 2% per Aura  
**Casting Time:** 10 Minutes **Range:** 1 Mile per Aura  
**Area Affected:** 1 ft<sup>3</sup> **Duration:** 1 Hour per Aura

**Description:** If cast on a non-living surface it causes a lipped mouth to appear on the surface. The caster can meditate and speak through the mouth rather than her own. The mouth can appear to be large or small but cannot be larger than a square foot. The magic mouth has 2 Endurance per Aura cast into the spell. It will heal at a rate of one point per hour if not further damaged. The mouth also has teeth at 10 or higher Aura and can bite for 1d4 per 2 Aura put into the spell. At 15 or higher Aura the teeth become fangs and the damage is increased to 1d6 per 2 Aura. This attack takes 5 seconds and can be avoided by stepping away from the mouth.

**Notes:** If cast on a being magical or otherwise that does not currently possess a mouth or voice, a mouth appears on the front of the head or brain case, granting the being an ability to speak in the caster's native spoken language.

**Special Notes:** When this spell is cast at 20 Aura it automatically becomes permanent without Will Force loss. Sharpness can be cast onto a magic mouth with teeth further adding to its damage potential.



## MYSTICAL MAPPING

**Type:** (Min, Tra, Nat, Cre, Meta) **Distance to Focus:** Self  
**Magic Name:** Mi-Diraka **Save:** N/A  
**Memorization:** 20 Minutes **Failure:** 2% per Aura point  
**Casting Time:** 1 Minute **Range:** 1' per Aura  
**Area Affected:** Writing surface **Duration:** 1 Hour per Aura

**Description:** As the caster walks through an area, its rough layout (walls, buildings, windows, doorways, and any secret doors or traps that are seen) are transferred from the caster's mind and inscribed onto any surface the caster chooses. If the caster moves more than 1' per Aura point of the spell away from the writing surface, then the spell ceases. If the caster sees more than can be drawn onto the paper, or will no longer fit within the confines of the writing surface, then the spell fails. The map is inscribed in a contrasting indelible magical ink on the writing surface selected even if that surface is not being viewed, such as a rolled parchment. At the end of the spell's duration, the ink will disappear; however it can be traced over with real ink before that time, and that ink will remain when the magical ink has faded.

## PLANT MOVE

**Type:** (Nat, Alt) **Distance to Focus:** Touch  
**Magic Name:** Yorl Rimple **Save:** Magic Resistance  
**Memorization:** 20 Minutes **Failure:** 2% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Plant **Duration:** 10 Min. per Aura

**Description:** Causes a plant to become mobile, moving 30 feet every 10 seconds (roughly 2 miles per hour).

**Notes:** If the plant is not sapient, it will move as indicated by the caster. If the plant is sapient, it will move on its own.

## QUICK DRY

**Type:** (Nat, Alt, Meta) **Distance to Focus:** 2' / Aura  
**Magic Name:** Exrom Ihl **Save:** Magic Resistance  
**Memorization:** 20 Minutes **Failure:** 2% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 10' ft<sup>2</sup>/Aura **Duration:** Instantaneous

**Description:** Causes all liquids or fluids covering the surface of a being, object, or area to be shed. The liquid will immediately evaporate unless the affected being, object, or area is in a source of liquid. In these cases he merely gets wet all over again. Areas affected by this spell may be no larger than 10 square feet per Aura point directed into the spell.

**Special Notes:** Water Elementals take 1d4 per 4 Aura cast in the spell.

## SOAK

**Type:** (Nat, Dis, Alt) **Distance to Focus:** Touch  
**Magic Name:** Shilda **Save:** Magic Resistance  
**Memorization:** 20 Minutes **Failure:** 2% per Aura  
**Casting Time:** 10 Seconds **Range:** 3' per Aura  
**Area Affected:** 3 ft<sup>3</sup> per Aura **Duration:** Instantaneous

**Description:** Allows the caster to place one drop of liquid on her finger and flick it at the being, object or area. The caster must make a roll to hit vs. his attack skill, and the liquid will not go further than 3' per Aura point. This being, object or area then becomes soaked with the liquid instantaneously, up to the maximum area affected. The area

affected can be no greater than 3 square feet per Aura point.

**Notes:** This could force the being to be covered in a contact poison, but first the caster would have to contact at least on drop of poison. The caster would get a +20% Poison Resistance and the affected being has a -40% Poison Resistance due to the complete coverage of the poison. Magical liquids, oils, etc. are unaffected by this spell.

**Special Notes:** Fire Elementals take 1d4 damage per 4 Aura cast in the spell, if water is used, while Earth Elementals soften and take 1d2 damage per 4 Aura.

## Aura Level 5

## CALL ANIMAL

**Type:** (Min, Tra, Con) **Distance to Focus:** See below  
**Magic Name:** Rogul Rojor **Save:** None  
**Memorization:** 25 Minutes **Failure:** 5% per Aura  
**Casting Time:** 10 Seconds **Range:** 1 Mile per Aura  
**Area Affected:** 1 Animal/2 Aura **Duration:** 10 Min. per Aura

**Description:** The caster sends a mental command from his mind which searches for targets within the range. This spell causes 1 animal per 2 Aura to answer the call of the caster, no more than 1 mile per Aura away. The caster may request a particular kind of animal, but that type must be within range of the spell or no animal will answer. If the call is general, the strongest, closest animal will appear first, followed down to the weakest and farthest away until the spell has run out of Aura. The animals will stay and follow the commands of the caster until the duration has run out.

**Notes:** This spell will not work on intelligent animals (unless they wish to respond), nor will it work on animals with a Will Force of 15 or greater.

## CONTROL ANIMAL

**Type:** (Min, Con) **Distance to Focus:** 2' / Aura  
**Magic Name:** Rarp Rojor **Save:** None  
**Memorization:** 25 Minutes **Failure:** 5% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Animal mind **Duration:** 1 Hour per Aura

**Description:** Provides the caster complete mental control of one animal.

**Notes:** The spell will not work on animals with a 5 or greater Intelligence.

## DEAFEN

**Type:** (Min, Con) **Distance to Focus:** 3' / Aura  
**Magic Name:** Borlnak **Save:** Control Resistance  
**Memorization:** 25 Minutes **Failure:** 5% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being's mind **Duration:** 10 Min. per Aura

**Description:** Causes one being to make a Magic Resistance or be temporarily deafened. The deaf being is -1 to initiative, +50% to be surprised and +1 to be struck with melee weapons.

## FLY

**Type:** (Nat, Dis) **Distance to Focus:** Touch  
**Magic Name:** Sanden **Save:** N/A  
**Memorization:** 25 Minutes **Failure:** 5% per Aura  
**Casting Time:** 10 Seconds **Range:** See below  
**Area Affected:** 1 Being **Duration:** 10 Min. per Aura

**Description:** The recipient of the Fly spell can fly in any direction at 3' per Intelligence point per second. The being must maintain concentration while flying, and must make Intelligence saves to successfully change directions or make any difficult moves. If concentration is broken, the being will fall. Because concentration is required, beings cannot fight or cast spells and may only fly and make basic movements.

**Notes:** If the being crashes into something, he will take falling damage as outlined in the Master's Manual. Unlike levitate, the being is not weightless, and will take maximum damage from a fall or crash. This spell will not work upon beings who do not wish it.

## MIND BEAST

**Type:** (Dim, Sum) **Distance to Focus:** 2' /Aura  
**Magic Name:** Pilsorn Isthee **Save:** See below  
**Memorization:** 25 Minutes **Failure:** 5% per Aura  
**Casting Time:** 10 Seconds **Range:** Thought Plane  
**Area Affected:** 1 Being's mind **Duration:** 2 Seconds per Aura

**Description:** This spell summons a Mind Beast (a being of will) that will attempt to take over the mind of one opponent. The caster releases the beast in the direction of the chosen victim and points at the target and the beast appears in the victim's mind. Mental combat ensues. The beast is given 1 Will Force per Aura point of the spell. The beast will only attempt Will Drain and Mental Slavery as attacks. If the beast wins, the victim will fall under control of the caster and the beast will vanish. The control will last for 30 Minutes per Aura point. If the beast loses, it will vanish.

**Notes:** Characters that are using Mind Set, Thought Projection or are immune to mental control will be unaffected by the Mind Beast.

**Special Notes:** The Mind Beast is a level 3 creature.

## MOLD

**Type:** (Nat, Alt) **Distance to Focus:** Touch  
**Magic Name:** Ki **Save:** None  
**Memorization:** 25 Minutes **Failure:** 5% per Aura  
**Casting Time:** 1 Minute **Range:** None  
**Area Affected:** Area touched **Duration:** 30 Sec. per Aura

**Description:** Causes solid objects to become putty in the caster's hands. The caster can reshape the material to whatever suits. A door could be opened by molding the lock. A sword could be bent by molding the blade. As soon as the caster takes her hands off the object, it solidifies.

**Notes:** This will not work on magical or living materials. This spell will operate on dead material such as bone or wood. The object molded will only look as good as the molder's skill allows. For example, to make a useable weapon, the spellcaster would have to make a successful Weapon Making roll.

## PLANT GROWTH

**Type:** (Nat, Alt) **Distance to Focus:** Touch  
**Magic Name:** Yorl Blent **Save:** None  
**Memorization:** 25 Minutes **Failure:** 5% per Aura  
**Casting Time:** 1 Minute **Range:** Magic Resistance  
**Area Affected:** 1 Plant **Duration:** 1 Hour per Aura

**Description:** Causes the equivalent of five years of growth per Aura point within one plant (the plant does not actually age). The plant's shape can be altered as it is growing for various uses. A tree could be grown into a bridge and a vine could be grown into a guide line.

**Notes:** When this spell is combined with Produce Water, the plant affected will grow three times as fast.

## PROTECTION

**Type:** (War) **Distance to Focus:** Touch  
**Magic Name:** Letarn **Save:** Magic Resistance  
**Memorization:** 20 Minutes **Failure:** 5% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being **Duration:** 1 Minute per Aura

**Description:** Causes one being to receive the following bonuses:

- 1) -1 to defensive adjustment per 5 Aura points.
- 2) +5% to all saves per 5 Aura points.
- 3) -10% to be surprised per 5 Aura points.

**Notes:** If cast on armor, this spell enchants the armor at +1 per Aura.

## REDUCE FATIGUE

**Type:** (Nat, Alt) **Distance to Focus:** Touch  
**Magic Name:** Marmolf Delintha **Save:** Magic Resistance  
**Memorization:** 25 Minutes **Failure:** 5% per Aura point  
**Casting Time:** 30 Seconds **Range:** None  
**Area Affected:** 1 Being **Duration:** 10 Min. per Aura

**Description:** This spell reduces the effects of fatigue on a being. It lowers the level of fatigue one level per 2 Aura points. Fatigue remains at the reduced level for 10 minutes per Aura point. At the end of the spell's duration, the being affected is returned to the fatigue level it was at when the spell was cast.

**Notes:** This spell reduces the amount of sleep and food needed by half, if it is somehow extended through out a day.

## REVEAL AURA

**Type:** (Lif, Alt) **Distance to Focus:** 3' /Aura  
**Magic Name:** Invis-Aria **Save:** Magic Resistance  
**Memorization:** 25 Minutes **Failure:** 5% per Aura  
**Casting Time:** 2 Seconds **Range:** None  
**Area Affected:** 1 Being **Duration:** 10 Sec. per Aura

**Description:** This spell reveals the nature and strength of a focus' Aura color to all who can see the affected focus. Also, because the being is outlined in such a fashion, a +2 bonus to hit is given to all opponents attempting to strike the affected being in melee combat. Beings that are invisible can have their Aura revealed, but the spell can only be cast on a target the caster sees. So, if the caster can see invisible objects, this spell can be cast at an invisible target.

**Notes:** Beings protected by Non-Detection are immune to the effects of this spell. See Aura in Aspects of Magic to see what color the target's Aura will be, based on alignment or lack thereof.

## SEAL

**Type:** (War, Meta) **Distance to Focus:** Touch  
**Magic Name:** Siltan **Save:** None  
**Memorization:** 25 Minutes **Failure:** 5% per Aura  
**Casting Time:** 1 Hour **Range:** None  
**Area Affected:** 1 Object **Duration:** 1 Week per Aura

**Description:** Causes an object or container to be magically sealed as to be un-openable except as decided by the caster. The caster chooses at the casting of the spell whether it is to be opened and closed by thought, word or deed. No caster may put more than 10 Seal spells on any one object or container. A caster could seal his spell book with 10 Seal spells. The first four requiring a word to be spoken aloud, the next four requiring some sort of gesture and the last two requiring a mental command.

**Notes:** One minute is required to open each seal if it is done in the proper way. A Dispel Magic or Dispel Protection of higher Aura than the Seal will destroy it. This spell can be combined to activate another spell if the wrong action is taken to remove the Seal (a Combine spell is required).

## SLUMBER

**Type:** (Min, Con) **Distance to Focus:** 2' / Aura  
**Magic Name:** Kregal **Save:** Control Resistance  
**Memorization:** 25 Minutes **Failure:** 5% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 4 End per Aura **Duration:** 1 Minute per Aura

**Description:** This spell affects one or more beings at 4 Endurance per Aura points cast into the spell. The spell must be cast, so as to create a sufficient total number of Endurance points to equal a being's Endurance total or the spell is ineffective against that being. Those beings affected are required to make a Magic Resistance or fall asleep.  
**Notes:** This spell does not work on undead or beings with a Will Force of 18 or higher.

**Example:** A Mage casts this spell on an Ogre and two Goblins. The Mage casts the spell at 10 Aura creating 40 Endurance worth of effect. The Ogre possesses a 20 Endurance and both Goblins possess a 15 Endurance. Since the combined total Endurance of the Ogre and both Goblins equals 50 Endurance, exceeding the spell's 40 Endurance effect, the Mage is informed that only two beings will be affected. The GM determines that the spell will affect the Ogre and one Goblin. After rolling, it is determined that both the Ogre and one Goblin have failed their saves and fallen asleep. This leaves one Goblin to deal with another way.

## THROW

**Type:** (Nat, Dis) **Distance to Focus:** 1' / Aura  
**Magic Name:** Yistel **Save:** Magic Resistance  
**Memorization:** 25 Minutes **Failure:** 5% per Aura  
**Casting Time:** 5 Seconds **Range:** 5' per Aura  
**Area Affected:** 1 Object **Duration:** Instantaneous

**Description:** When the caster completes this spell, he points at one object, and then points in a direction and the object is thrown in that direction. The object may not weigh more than 5 pounds per Aura point cast into the spell. Beings are allowed a Magic Resistance to avoid their possessions being flung from their person, and can make a Strength save to hold items which are in their hands. If the caster

wishes to hit a target, he must make a roll vs. his attack skill. Objects do varying damage:

Weight of Object	Damage	Example
4 lbs.	1-3	Small Rock
8 lbs.	1d4	Medium Rock
12 lbs.	1d6	Large Rock
16 lbs.	2d6	Empty Keg
20 lbs.	3d6	Table
25 lbs.	4d6	Chandelier
30 lbs.	5d6	Dresser
35 lbs.	6d6	Small Chest
40 lbs.	7d6	Medium Chest
45 lbs.	8d6	Large Chest
50 lbs.	9d6	Iron Door
60 lbs.	10d6	Suit of Chain
70 lbs.	11d6	Suit Half Plate
80 lbs.	12d6	Small Boulder
90 lbs.	13d6	Medium Boulder
100 lbs.	14d6	Large Boulder

**Notes:** Beings are allowed a half Agility save to avoid being struck by the object, if it is greater than 12 lbs., otherwise only Dodge applies. Beings cannot be the focus of this spell.

## Aura Level 6

## CONTROL WATER ELEMENTAL

**Type:** (Min, Con) **Distance to Focus:** 3' / Aura  
**Magic Name:** Rarp Elissar **Save:** Control Resistance  
**Memorization:** 30 Minutes **Failure:** 5% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Elemental **Duration:** 1 Minute per Aura

**Description:** Provides the caster complete mental control of one Water Elemental if it fails its Control Resistance. If the Water Elemental is already controlled by another caster who used this spell at a higher Aura, then the new control spell fails automatically. If the amount of Aura for both spells are equivalent, then the spell works for the new caster and the previous caster loses control of the Water Elemental.

**Notes:** Unlike some forms of control, this spell is absolute. The Elemental is controlled completely and may even be sent to its death without benefit of a second Control Resistance.

## DARKNESS

**Type:** (Eng, Alt) **Distance to Focus:** 5' / Aura  
**Magic Name:** Lilth **Save:** N/A  
**Memorization:** 30 Minutes **Failure:** 5% per Aura  
**Casting Time:** 5 Seconds **Range:** None  
**Area Affected:** 1' Rad./2 Aura **Duration:** 10 Secs. per Aura

**Description:** When this spell is cast, a circle of darkness is created. All light sources will produce no light in the area affected. Light sources still generate heat, if that is their nature. Night Vision, Infravision and Ultravision are ruined by this spell for the duration. Magical light sources in existence when the spell is cast will be temporarily extinguished. Those that are cast afterward will override the Darkness spell.



**Notes:** The caster is immune to the effects of his own spell. All other beings within the globe are at -8 to hit with melee weapons, -16 to hit with missile weapons, -4 to damage, -20% to all combat skills and have no defensive modifier for the duration of the spell's effect. Furthermore, these "blinded" beings are immune to all gaze attacks (such as Fear, Brilliance, Entrancement and Illusion of Sight).

## DETECT ILLUSION

**Type:** (Sen) **Distance to Focus:** Self  
**Magic Name:** Invis Ravna **Save:** N/A  
**Memorization:** 30 Minutes **Failure:** 5% per Aura  
**Casting Time:** 10 Seconds **Range:** Sight  
**Area Affected:** Caster's mind **Duration:** 5 Seconds per Aura

**Description:** This spell allows the caster to see through all illusions. This includes any spell with (Ill) as one of its types.

## FINGER OF COLD

**Type:** (Eng, Cre, Dis) **Distance to Focus:** Emanates  
**Magic Name:** Flanta Carmor **Save:** Magic Resistance  
**Memorization:** 30 Minutes **Failure:** 5% per Aura  
**Casting Time:** 5 Seconds **Range:** 5' per Aura  
**Area Affected:** Area struck **Duration:** Instantaneous

**Description:** When this spell is cast a bolt of cold ice emanates from the caster's finger. The Finger of Cold strikes the body area desired if an Intelligence save is made. The Finger of Cold does 1d4 damage to flesh per 2 Aura used in the spell. The being affected is allowed a Magic Resistance. If she makes the roll by less than or equal to 1/2 the chance, no damage is taken. If the resistance was made, but was greater than a 1/2 save, then half damage is taken. Failure indicates full damage.

**Notes:** Beings and objects which are immune to cold are unaffected by this spell. The spell Endure Cold is one such example. Leather armor reduces damage taken on a point per point basis, so 5 points of leather will stop 5 points of ice damage. All other forms of armor do not protect against this damage. Magical armor will absorb the damage if a Magic Resistance is made for the armor.

## GLAMOUR

**Type:** (Ill) **Distance to Focus:** Touch  
**Magic Name:** Ravna **Save:** Illusion Resistance  
**Memorization:** 30 Minutes **Failure:** 5% per Aura  
**Casting Time:** 10 Seconds **Range:** Sight  
**Area Affected:** 1 Object/Being **Duration:** 10 Min. per Aura

**Description:** This spell is illusionary in nature, but requires no concentration once cast. Its effects vary depending on whether it is cast on an object or being, and whether it is meant to beautify or worsen the Appearance. Successful Illusion Resistance allows an individual to see through a Glamour spell.

**Cast to enhance an object:** An object under the effects of this spell appears to be in prime condition. No flaws can be detected at all, visually or through any of the five senses. The object appears to be worth the highest cost possible for an object of it's type. It appears to be of the highest quality as well. Embellishments are often seen where none exist. A sword would appear jeweled, well balanced, sharp, light, with a blade inscribed with scrollwork.

**Cast to detract from an object:** The item appears to be nearing the end

of a state of usefulness. It will show several flaws, be of the lowest quality possible, and be nearly worthless in value. Nothing of its true quality can be detected by any of the five senses. A sword will appear rusted, chipped, missing parts of the hilt or guard, too heavy, of inferior metal and incorrectly balanced.

**Cast to enhance a being:** The being affected by this spell appears to have a +1 Appearance and Social Class per 4 Aura used. Any blemishes, scars or disfigurements (including lost limbs) are hidden. Any Appearance lost from these scars or injuries is now added to that given above. Clothing and items the individual possesses appear to be of the highest quality, so long as the being is carrying them. The individual appears to be well groomed and smells slightly of cologne or perfume (if appropriate).

**Cast to detract from a being:** The being affected appears to have -1 Appearance and Social Class per 4 Aura of the spell. The being appears to be scarred and rough. Clothing appears damaged and old. Items carried by the individual appear to be of the lowest quality, so long as they are with the affected being. Dirt and grime look long worn into the individual, and there is a strong unpleasant odor coming from the being affected.

**Notes:** The effects of this spell on an object are permanent if cast at 20 or higher Aura.

## ILLUSION OF SOUND

**Type:** (Ill) **Distance to Focus:** Touch  
**Magic Name:** Semph Ravna **Save:** Illusion Resistance  
**Memorization:** 30 Minutes **Failure:** 5% per Aura  
**Casting Time:** 2 Seconds **Range:** Hearing  
**Area Affected:** 1' Radius/Aura **Duration:** 10 Sec. per Aura

**Description:** This spell enables the caster to create an illusion of any sound emanating within the area affected. The caster can make noises that almost deafen, or noises that are barely whispers.

## MIND WIPE

**Type:** (Min, Con) **Distance to Focus:** 1' /Aura  
**Magic Name:** Anthey Skrun **Save:** Control Resistance  
**Memorization:** 30 Minutes **Failure:** 5% per Aura  
**Casting Time:** 1 Minute **Range:** None  
**Area Affected:** 1 Being **Duration:** See below

**Description:** Causes one being to make a Control Resistance or lose some portion of his memory.

Aura Level	Memory Loss	Reroll
2	Previous 1 minute	hourly
4	Previous 10 minutes	hourly
6	Previous 30 minutes	hourly
8	Previous 1 hour	daily
10	Previous 6 hours	daily
12	Previous 12 hours	weekly
14	Previous 1 day	weekly
16	Previous 1 week	monthly
18	Previous 1 month	monthly
20	Previous 1 year	yearly
21+	Entire Memory*	yearly

\*Only animal survival instincts will remain.

**Aura Level:** The Aura Level of the spell.

**Memory Loss:** The amount of memory lost.

**Re Roll:** The amount of time that must transpire before the victim is allowed another save to regain his lost memory.

## PATH FIND

**Type:** (Sen) **Distance to Focus:** Self  
**Magic Name:** Invis Yantel **Save:** N/A  
**Memorization:** 30 Minutes **Failure:** 5% per Aura  
**Casting Time:** 10 Minutes **Range:** 10 Miles per Aura  
**Area Affected:** 1 Path/10 Aura **Duration:** See below

**Description:** Allows the caster to discern which direction, out of many, is the safest or quickest to reach the caster's destination. This spell allows one path find per Aura point. If the caster was in a labyrinth and cast the spell at 10 Aura, he could discern the next 10 correct turns.

## PRODUCE WOOD

**Type:** (Nat, Cre) **Distance to Focus:** 1' /Aura  
**Magic Name:** Mi-Dran **Save:** N/A  
**Memorization:** 30 Minutes **Failure:** 5% per Aura  
**Casting Time:** 5 Seconds **Range:** None  
**Area Affected:** 1 ft<sup>3</sup> per Aura **Duration:** 1 Hour per Aura

**Description:** Creates any sort of wood the caster can imagine in the form or shape desired by the caster. Any wood created by this method will be +1/+5% (magical value) per 5 Aura used in the spell. This wood will be fairly flexible and will not break easily. If the caster is a sculptor or wood worker, this wood can be formed in the shape of art or fine crafted items.

## REPULSION

**Type:** (War) **Distance to Focus:** Self  
**Magic Name:** Yan-Lar **Save:** N/A  
**Memorization:** 30 Minutes **Failure:** 5% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1' Rad./2 Aura **Duration:** 5 Seconds/Aura

**Description:** This spell creates a sphere shaped field of force that emanates from the caster's body. This force has the following effects:

- 1) All within the area affected must make a Strength save at -2% per Aura point or be thrown back taking 2-5 seconds to recover if an Agility save is failed.
- 2) If attackers make their Strength save, they will still fight at -4 to hit and cause half damage. The Strength save must be made each round or effect 1 above will take place.
- 3) All objects (other than beings) weighing less than 5 pounds per Aura point of the spell will be pushed away from the caster.
- 4) Missile weapons are deflected away from the caster; the caster is unable to use missile or melee weapons while the field is in effect.

**Notes:** The caster's own objects are immune to the spell's effects.

## RUNES

**Type:** (Nat, Cre, Min, Tra, Meta) **Distance to Focus:** Touch  
**Magic Name:** Mant **Save:** N/A  
**Memorization:** 30 Minutes **Failure:** 5% per Aura  
**Casting Time:** 10 Minutes **Range:** Sight  
**Area Affected:** See below **Duration:** 1 Week per Aura

**Description:** This spell has four forms:

**Change Script:** Disguises the true meaning and form of any type of writing. Could be used, for instance, to make a spell book appear to be a farmer's almanac. Lasts until removed by caster or dispelled.

Affects one page per Aura point.

**Invisible Script:** Causes all writing to appear invisible. Detect Invisibility or Dispel Invisibility will remove this effect. Lasts until removed by the caster. Affects one word per Aura point.

**Magic Script:** Creates a magic cipher, which can only be read by the caster or someone with a Read spell and the skill Decipher. Affects one word per Aura point.

**Spell Script:** Allows the effects of a spell to be locked into written words, creating a magical scroll. When the words of the scroll are later read, the spell will take effect. When cast, the spell will have an amount of Aura points directed into it equal to the amount of Aura points originally cast into the Runes spell. Anyone who can read the language in which the script has been written can cast the spell. The writing disappears as the spell is cast.

**Notes:** These effects may be combined together, but require the spell be cast for each effect.

## SILENCE

**Type:** (Nat, Alt) **Distance to Focus:** Touch  
**Magic Name:** Lemat **Save:** N/A  
**Memorization:** 30 Minutes **Failure:** 5% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being **Duration:** 30 Min. per Aura

**Description:** This spell causes the being affected to make barely any noise. Only beings very close to him can hear any noises that he makes, and only as a whisper. In effect, all noises created by movement, falling, clumsiness, etc. are muffled for the duration of the spell. This adds +20% to the chance of surprising and +25% to the skill Surprise Attack. The spell will not work on unwilling beings.

## STORM OF DUST

**Type:** (Eng, Cre, Dis) **Distance to Focus:** 3' /Aura  
**Magic Name:** Par Mengalla **Save:** Magic Resistance  
**Memorization:** 30 Minutes **Failure:** 5% per Aura  
**Casting Time:** 10 Seconds **Range:** See below  
**Area Affected:** 2' Rad./Aura **Duration:** 5 Seconds per Aura

**Description:** Creates a whirlwind of dust, sand and dirt with a 2' radius per Aura, fixed at 10' high, that causes all who are caught within its range to suffer the following effects:

- 1) Make a Magic Resistance or take 1d4 damage per Aura point of the spell per 10 seconds to the upper torso from inhaling dust. A roll is not necessary if the victim is bright enough to breathe through some sort of filter such as a cloth garment.
- 2) Make a Magic Resistance or take 1 point damage per Aura point of the spell to all exposed areas of flesh. (Any body area protected by less than five points of armor is considered exposed.)
- 3) Make a Magic Resistance or be blinded for duration.
- 4) Make an Agility save every 10 seconds. A failure indicates the being has lost his footing and has fallen to the ground.
- 5) Make a Strength save to combat normally. An unsuccessful save results in a penalty of -4 to hit and half damage to attacks, and -20% to all combat skills.
- 6) Missile weapons fired within a Storm of Dust always miss their target.
- 7) Missile weapons fired into the storm have an equal chance of striking any being within the area of effect.

**Notes:** The caster must concentrate on this spell to keep it functioning. The caster may move this storm with him, at walking speed. Effects 1, 2, and 3 are dependent on one Magic Resistance only. A separate roll for each is not required.

## SYMBIOSIS

**Type:** (Min, Alt, Tra) **Distance to Focus:** Touch  
**Magic Name:** Kenth-Lar **Save:** N/A  
**Memorization:** 30 Minutes **Failure:** 5% per Aura  
**Casting Time:** 1 Day **Range:** None  
**Area Affected:** 1 Being **Duration:** Permanent

**Description:** Allows the caster to symbiotically join with another living thing. The effects of this spell are:

- 1) Telepathy between the caster and the being, if within one mile per Aura point of the spell.
- 2) Both creatures lose 1 Will Force point permanently.
- 3) The being acquires the caster's Intelligence and Wisdom if his are lower.
- 4) If either caster or being affected possess supernatural powers, they are shared by both. Skills which are afforded Wisdom and Intelligence bonuses are shared by both caster and being affected.
- 5) Caster and being are granted 2-7 additional Endurance.
- 6) If the being affected is an animal, surprise becomes -50% against the caster.
- 7) The caster can see through the being's eyes and vice versa.
- 8) If either the caster or the being affected dies for any reason, the other must make a Magic Resistance or die as well. If the save is made, the survivor loses 3d4 Endurance and 1d4 Will Force.

**Notes:** This spell will not work on unwilling recipients.

## TELEPATHY

**Type:** (Min, Alt, Tra) **Distance to Focus:** Self  
**Magic Name:** Sommorn **Save:** N/A  
**Memorization:** 30 Minutes **Failure:** 5% per Aura  
**Casting Time:** 1 Minute **Range:** Sight  
**Area Affected:** Caster's mind **Duration:** 30 Minutes per Aura

**Description:** Allows the caster to read the surface thoughts of any being within range. Surface thoughts are all but deep driving emotions and long term memories. If the caster is reading the mind of a creature that is killed, the caster must make a Control Resistance or die of heart failure. This can be used to send messages to another being even if the caster does not speak the same language as the being who the message is sent to. A two way communication can be set up if the caster desires to maintain concentration. The caster must concentrate to effect this spell.

**Notes:** Beings possessing Thought Projection or using the spell Mind Set are immune to the effects of this spell.

## TUMBLE

**Type:** (Nat, Alt) **Distance to Focus:** Touch  
**Magic Name:** Heyey **Save:** N/A  
**Memorization:** 30 Minutes **Failure:** 5% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being **Duration:** 1 Minute per Aura

**Description:** Causes the being affected to become incredibly quick, agile, limber, and increases all areas of coordination. This spell has the following benefits:

- +2 Agility rating.
- -50% to be surprised.
- +30% to surprise.

- +20% to combat skills.
- +30% to Move Unseen, Move Unheard and Blend skills.
- +50% to Climb.
- Allows all affected beings to perform the following Acrobatics maneuvers as common skills: Evade/Duck, Spring and Spin Attack.

## WEB OF ENTANGLEMENT

**Type:** (Nat, Cre, Dis) **Distance to Focus:** Emanates  
**Magic Name:** Lindar Eth Chinthay **Save:** Magic Resistance  
**Memorization:** 30 Minutes **Failure:** 5% per Aura  
**Casting Time:** 10 Seconds **Range:** 5' per Aura  
**Area Affected:** Cone shape **Duration:** 1 Minute per Aura

**Description:** This spell creates a sticky but strong web that entangles all who are trapped within its range. The web shoots forth from the caster's finger tips in the form of a cone that is 5' long with a 1' radius base per Aura point (both dimensions are per Aura). All caught within it must make a Strength save at -4% per Aura point to escape from the web. All things that stick to the web require a Strength save at -4% per Aura point to pry loose. For every round that someone attempts to disentangle himself, he is afforded a +5% cumulative chance to his next escape attempt.

**Notes:** No one trapped in the web may fight, unless only their lower body is affected. Likewise, anyone who attacks a trapped person will have her weapon stuck in the web. At the end of the spell's duration, the web will crumble to dust.

## Aura Level 7



## BARS

**Type:** (Nat, Cre) **Distance to Focus:** 2' per Aura  
**Magic Name:** Kringranwe **Save:** N/A  
**Memorization:** 35 Minutes **Failure:** 5% per Aura  
**Casting Time:** 5 Seconds **Range:** None  
**Area Affected:** See below **Duration:** 1 Minute per Aura

**Description:** For each 2 Aura points used in the spell, a 5' section of 8 iron bars (2' thick) will appear from floor to ceiling. For example, at 8 Aura a 5' x 5' cage could be created. If the ceiling is more than 30' away from the floor, the bars will curve together at the top creating a bird cage affect.

**Notes:** Each bar has an object strength of 100 and an object threshold of 50.

## BIND

**Type:** (Nat, Cre, Dis, Meta) **Distance to Focus:** Touch  
**Magic Name:** Exacty **Save:** Magic Resistance  
**Memorization:** 35 Minutes **Failure:** 5% per Aura  
**Casting Time:** 5 Seconds **Range:** 3' per Aura  
**Area Affected:** 5' per Aura **Duration:** 1 Minute per Aura

**Description:** This spell causes a magical, semi-transparent rope to appear. The rope is 5' long per Aura point. The rope will move as the spell caster demands and will also follow the four commands listed below:



Word	Effect
<i>Stiffen</i>	Rope becomes as hard as oak.
<i>Tie</i>	One end knots itself around the target.
<i>Untie</i>	Unties the knot pointed at.
<i>Bind</i>	Causes caster's opponents to be bound, upon failing their Magic Resistance.

**Notes:** A minimum of 25' of rope is required for each person being bound. Anyone attempting to escape the rope must make a half Agility save at -5% per extra 5' of rope over the 25' required. The Escape skill can be used in place of this roll. Only one save is allowed per 10 seconds.

## BLIND

<b>Type:</b> (Min, Con)	<b>Distance to Focus:</b> 3' / Aura
<b>Magic Name:</b> Ath-Tersy	<b>Save:</b> Control Resistance
<b>Memorization:</b> 35 Minutes	<b>Failure:</b> 5% per Aura
<b>Casting Time:</b> 5 Seconds	<b>Range:</b> None
<b>Area Affected:</b> 1 Being's mind	<b>Duration:</b> 1 Minute per Aura

**Description:** Causes one being to lose the sense of sight for the duration of the spell. The being has -8 to hit, -4 to damage, -20% to all combat skills and no defensive modifier for the duration of the spell's effect.

**Notes:** Blinded creatures are immune to the following Gaze attacks: Fear, Brilliance, Illusion of Sight and Entrancement.

## BREATHLESS

<b>Type:</b> (Nat, Alt, Cre)	<b>Distance to Focus:</b> Touch
<b>Magic Name:</b> Ki-Nemor	<b>Save:</b> Magic Resistance
<b>Memorization:</b> 35 Minutes	<b>Failure:</b> 5% per Aura
<b>Casting Time:</b> 20 Seconds	<b>Range:</b> None
<b>Area Affected:</b> 1 Being	<b>Duration:</b> 10 Min. per Aura

**Description:** Grants the individual the ability to go without an external source of oxygen. Oxygen is magically produced in the lungs by carbon dioxide and is magically changed back into oxygen in a continuous cycle. This does not interfere with vocalization in any way.

**Notes:** Combined with Invulnerability, this spell allows the affected being to dive to great depths and adding Endure Cold would even allow the individual to survive exposure to space.

## CREATE DOOR

<b>Type:</b> (Nat, Cre, Alt, Meta)	<b>Distance to Focus:</b> Touch
<b>Magic Name:</b> Mi-Katan	<b>Save:</b> N/A
<b>Memorization:</b> 35 Minutes	<b>Failure:</b> 5% per Aura
<b>Casting Time:</b> 30 Seconds	<b>Range:</b> None
<b>Area Affected:</b> See below	<b>Duration:</b> 5 Minutes per Aura

**Description:** This spell creates a door up to 5' wide and 10' tall. The door may be put on a wall that is no more than 2' thick per Aura point, otherwise the door will open to a blank wall. The door is invisible to all except the caster. If Detect Invisibility or Dispel Invisibility is cast, the true nature of the door will be revealed.

**Notes:** The touch of the caster is the only way to open or close the door.

## DELAY

<b>Type:</b> (Meta)	<b>Distance to Focus:</b> 3' / Aura
<b>Magic Name:</b> Fretay	<b>Save:</b> See below
<b>Memorization:</b> 35 Minutes	<b>Failure:</b> 5% per Aura
<b>Casting Time:</b> Instantaneous	<b>Range:</b> None
<b>Area Affected:</b> 1 Spell	<b>Duration:</b> See below

**Description:** This spell creates a magical pocket that will delay the effects of one spell that is cast into it. All effects of the spell are frozen for the duration of the delay spell. The duration is based on Aura.

2 Aura: 10 seconds

4 Aura: 30 seconds

6 Aura: 1 minute

8 Aura: 5 minutes

10 Aura: 10 minutes

12 Aura: 30 minutes

14 Aura: 1 hour

16 Aura: 6 hours

18 Aura: 12 hours

20 Aura: 1 day

**Notes:** This spell does not work on spells upon which the caster must concentrate.

## DETECT TRAPS

<b>Type:</b> (Sen)	<b>Distance to Focus:</b> Self
<b>Magic Name:</b> Invis Etar	<b>Save:</b> N/A
<b>Memorization:</b> 35 Minutes	<b>Failure:</b> 5% per Aura
<b>Casting Time:</b> 1 Minute	<b>Range:</b> Sight
<b>Area Affected:</b> Caster's vision	<b>Duration:</b> 5 Seconds per Aura

**Description:** Allows the caster to see how traps are activated in the area viewed. This does not mean the caster will know what effect springing the trap will have, unless it is obvious, such as a pit trap or poison needle in a lock. Non-Detection nullifies this spell.

## DISTORTION

<b>Type:</b> (Ill)	<b>Distance to Focus:</b> Self
<b>Magic Name:</b> Mermorn	<b>Save:</b> Illusion Resistance
<b>Memorization:</b> 35 Minutes	<b>Failure:</b> 5% per Aura
<b>Casting Time:</b> 10 Seconds	<b>Range:</b> Sight
<b>Area Affected:</b> Caster's body	<b>Duration:</b> 10 Seconds per Aura

**Description:** This spell makes the recipient's body appear to contort and distort, making attacks in any form have a 50% chance of missing. The caster does not need to concentrate to keep this spell going.

**Notes:** Dispel Illusion or Detect Illusion will see through this illusion.

## ENHANCE HEARING

<b>Type:</b> (Min, Alt)	<b>Distance to Focus:</b> Touch
<b>Magic Name:</b> Femfla Vislim	<b>Save:</b> N/A
<b>Memorization:</b> 35 Minutes	<b>Failure:</b> 5% per Aura
<b>Casting Time:</b> 1 Minute	<b>Range:</b> None
<b>Area Affected:</b> 1 Being	<b>Duration:</b> 1 Hour per Aura

**Description:** This spell enhances one being's sense of hearing. The affected being gains a bonus to Listen of 4% per Aura point of the spell. Surprise is at +20%, and the being is at -50% to be Surprised.

**Notes:** Thunderclap has a double effect on beings affected by this

spell. A +50% bonus to Illusion Resistance is given versus illusions of sound, and a new roll is allowed to discern any illusions active when the spell is cast.

## ENHANCE PERCEPTION

**Type:** (Sen) **Distance to Focus:** Self  
**Magic Name:** Invis Zelfray **Save:** N/A  
**Memorization:** 35 Minutes **Failure:** 5% per Aura  
**Casting Time:** 1 Minute **Range:** Sight  
**Area Affected:** Caster's Mind **Duration:** 5 Seconds per Aura

**Description:** Raises the caster's Perception by 5% per Aura point for the duration of the spell.

**Notes:** The caster must state where she is looking for secret doors, etc. Non-Detection nullifies this spell. Any caster who uses this spell too often will risk suffering catatonia (GM's discretion; see Insanity in the Master's Manual).



## FAR SLUMBER

**Type:** (Min, Con) **Distance to Focus:** 10' / Aura  
**Magic Name:** Kar-Kregal **Save:** Magic Resistance  
**Memorization:** 35 Minutes **Failure:** 5% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 6 End / Aura **Duration:** 30 Seconds per Aura

**Description:** This spell affects one or more beings at 6 Endurance per Aura point cast into the spell. Beings who fail their Magic Resistance will fall asleep.

**Notes:** This spell doesn't work on undead, or creatures with a 15 or higher Will Force rating.

## FORCE LIMB

**Type:** (Nat, Cre, Dis) **Distance to Focus:** Self  
**Magic Name:** Porler Jerl **Save:** N/A  
**Memorization:** 35 Minutes **Failure:** 5% per Aura  
**Casting Time:** 5 Minutes **Range:** Touch  
**Area Affected:** Self **Duration:** 30 Min. per Aura

**Description:** This spell creates a nearly invisible transparent limb attached to the caster. The caster can manipulate it as if it was part of the caster's own body. The effects vary depending on the type of limb created and Aura the spell is cast at. The Force Limb has 2 Endurance, 2 Hide and 1 Strength attribute point per Aura point cast in the spell. For example, a caster could create an extra arm to fight with a sword. If the spell was cast at 18 Aura, then the arm would have a Strength of 18. Agility is always that of the caster. The arm in question would have 36 Hide and 36 Endurance. See below for effects and Aura requirements. The character's sense of touch extends into the limb. If the limb is destroyed by damage, then shock rules for losing a limb are applied to the caster who lost the limb, for one full minute. This spell can also be used to temporarily replace lost or partially lost limbs. If the caster's shin and foot were missing and Force Limb was used, for example, the Force leg would consist only of the missing portion of the caster's leg.

Limb Type	Aura	Aura Effects
Tail	3	Hold an object. Support being's weight
Hand	5	Hold/use objects.
Forearm	7	Swing 18" weapon, 3 seconds of action
Second Arm	9	Use 1 weapon, 4 seconds of action
Primary Arm	11	Use 1 weapon, 10 seconds of action
Leg	13	1.5 x current movement +10% to Agility saves and Climb.
Tentacle	15	Constriction, 5d6 smashing damage plus Strength damage bonus, 6 seconds of action (each attack requires 3 seconds).

**Notes:** Even through repeated castings a caster may have no more limbs than he has in starting Aura. So a caster with a 20 or higher Aura rating could have both a primary and a secondary arm after two castings of the spell (9+11=20).

## LOCATE

**Type:** (Sen) **Distance to Focus:** Self  
**Magic Name:** Simpe **Save:** N/A  
**Memorization:** 35 Minutes **Failure:** 5% per Aura  
**Casting Time:** 10 Minutes **Range:** 5 Miles per Aura  
**Area Affected:** Caster's mind **Duration:** 1 Hour per Aura

**Description:** Allows the caster to pinpoint the direction and distance of a person, place or thing that he can imagine. It will become a point of reference in the caster's mind for the duration of the spell. The caster will always be able to say exactly how far away and in what direction his target lies.

**Notes:** Targets protected with Non-Detection are immune to the effects of this spell.

## MISDIRECTION

**Type:** (Ill) **Distance to Focus:** Touch  
**Magic Name:** Frar Kamom **Save:** Illusion Resistance  
**Memorization:** 35 Minutes **Failure:** 5% per Aura  
**Casting Time:** 10 Seconds **Range:** Sight  
**Area Affected:** 1 per 4 Aura **Duration:** 1 Hour per Aura

**Description:** Causes one area to give off a reversed sense of direction. For example, a branching passageway could be set to misdirect beings down the left tunnel when they think they are going right, and down the right when they think they are going left. Any combination of mis-directions may be produced. Six passageways could all be made to mis-direct the characters to go down a seventh. Only one misdirection is allowed per 4 Aura points.

**Notes:** Dispel Magic or Dispel Illusion will destroy this effect. Direction Knowledge works at a 1/2 roll.

## MUTE

**Type:** (Min, Con) **Distance to Focus:** 3' / Aura  
**Magic Name:** Intorn **Save:** Control Resistance  
**Memorization:** 35 Minutes **Failure:** 5% per Aura  
**Casting Time:** 3 Seconds **Range:** None  
**Area Affected:** 1 Being **Duration:** 1 Minute per Aura

**Description:** This spell causes one creature to be unable to speak if it was able to before. The being affected will be unable to cast spells or make any sort of noise produced by vocal cords.

## PRODUCE STONE

**Type:** (Nat, Cre) **Distance to Focus:** 1' per Aura  
**Magic Name:** Mi-Lrim **Save:** N/A  
**Memorization:** 35 Minutes **Failure:** 5% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 ft<sup>3</sup>/Aura **Duration:** 1 Hour per Aura

**Description:** Creates stone in any shape or form desired by the caster, as long as it is within the area affected listed above. The stone created is of a magical quality that is +1/+5% per 5 Aura of the spell.

**Notes:** Sculptors or artists can produce fine works of three dimensional art with this spell. If a spellcaster has the social skill Sculpting he could form the stone into fine shapes upon casting (with a successful skill roll).

## REMOVE POISON

**Type:** (Nat, Alt, Meta) **Distance to Focus:** Touch  
**Magic Name:** Retay Ixilan **Save:** Magic Resistance  
**Memorization:** 35 Minutes **Failure:** 5% per Aura  
**Casting Time:** 1 Minute **Range:** None  
**Area Affected:** 1 Dose/Aura **Duration:** Instantaneous

**Description:** Destroys one dose of poison per Aura, whether or not it is already in the system of a being. Poisons are rated by type, and this spell is only able to affect any type which is equal to or less than the Aura put into the spell, so that at 10 Aura the spell could destroy 10 doses of type X poison or lower.

**Notes:** This spell will not cure the damage done from a poison, only remove it.

**Special Notes:** This spell has a 1% chance per Aura point of the spell of restoring someone to life who has just died of poison damage (1 minute or less time). The being will have 1 Endurance in any region which was reduced to negative Endurance from poison damage.

## SLOW

**Type:** (Nat, Con) **Distance to Focus:** 3' /Aura  
**Magic Name:** Intorn **Save:** Control Resistance  
**Memorization:** 35 Minutes **Failure:** 5% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being **Duration:** 30 Sec. per Aura

**Description:** This spell causes the affected being to lose 1 second of action for every 2 Aura points used in the spell.

**Notes:** The affected creature will always get 1 second of action regardless of how low the modifier goes.



## Aura Level 8

### ACCURACY

**Type:** (Nat, Alt, Meta) **Distance to Focus:** Touch  
**Magic Name:** Ustanem **Save:** None  
**Memorization:** 40 Minutes **Failure:** 5% per Aura  
**Casting Time:** 1 Minute **Range:** None  
**Area Affected:** 1 Weapon **Duration:** 10 Min. per Aura

**Description:** Causes one missile weapon to fire more accurately, penetrate more deeply, and cause more damage. For each 5 Aura points put into the spell, the missile weapon will be +1 to hit and +1 to damage, and will grant an additional 1d6 to damage as well. In addition, the missile will do double damage on a natural roll of 21 minus 1 per 5 Aura points cast into the spell. So at 15 Aura, the missile would be +3 to hit, do an additional 3d6+3 damage, and do double total damage on an unmodified roll of 18 or higher.

**Notes:** Weapons that are already magical are subject to the magical cumulative effects rule in the appendix of this book.

### CONTROL AIR ELEMENTAL

**Type:** (Min, Con) **Distance to Focus:** 3' /Aura  
**Magic Name:** Rarp Wynsar **Save:** Control Resistance  
**Memorization:** 40 Minutes **Failure:** 5% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Elemental **Duration:** 1 Minute per Aura

**Description:** Provides the caster complete mental control of one air elemental if it fails its Control Resistance. If the Air Elemental is already controlled by another caster who used this spell at a higher Aura, then the new control spell fails automatically. If the amount of Aura for both spells are equivalent or the second is higher, then the spell works for the new caster and the previous caster loses control of the Air Elemental.

**Notes:** Unlike other forms of control, this spell is absolute. The elemental is controlled completely and may even be sent to its death without benefit of a second Control Resistance.

### CONTROL HUMANOID

**Type:** (Min, Con) **Distance to Focus:** 3' /Aura  
**Magic Name:** Rarp Jedar **Save:** Control Resistance  
**Memorization:** 40 Minutes **Failure:** 5% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Humanoid **Duration:** 30 Sec. per Aura

**Description:** Provides the caster complete mental control of one humanoid creature if it fails its Control Resistance. The controlled being will obey all suggestions, except those that are unduly dangerous or would go against the character's alignment. If the controlled being is asked to obey one of these suggestions, it will get a new Control Resistance.



## DETECT INVISIBILITY

**Type:** (Sen) **Distance to Focus:** Self  
**Magic Name:** Invis Mageron **Save:** N/A  
**Memorization:** 40 Minutes **Failure:** 5% per Aura  
**Casting Time:** 10 Seconds **Range:** Sight  
**Area Affected:** Caster's eyes **Duration:** 1 Minute per Aura

**Description:** Allows caster to see all invisible persons or objects within his sight. This power does not extend to the caster's companions.

**Notes:** Non-Detection nullifies the effects of this spell. The caster must have some sort of normal vision for this spell to function.

## ENDURE COLD

**Type:** (War) **Distance to Focus:** Touch  
**Magic Name:** Lalem Carmor **Save:** Magic Resistance  
**Memorization:** 40 Minutes **Failure:** 5% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being **Duration:** 1 Hour per Aura

**Description:** Allows the being affected to be immune to the effects of all forms of cold, magical or otherwise.

**Notes:** Protects all materials carried within 6" of the caster as well.

## FINGER OF FIRE

**Type:** (Eng, Cre, Dis) **Distance to Focus:** Emanates  
**Magic Name:** Flanta Nama **Save:** Magic Resistance  
**Memorization:** 40 Minutes **Failure:** 5% per Aura  
**Casting Time:** 5 Seconds **Range:** 5' per Aura  
**Area Affected:** Area struck **Duration:** Instantaneous

**Description:** When this spell is cast, a bolt of magical fire emanates from the caster's finger. The bolt strikes the area desired if an Intelligence save is made. Finger of Fire does 1d6 per 2 Aura points used in the spell. The being affected is allowed a Magic Resistance. If he makes the roll by less than or equal to 1/2 the chance no damage is taken. If the roll was made, but was greater than a 1/2 save, then half damage is taken. Failure indicates full damage.

**Notes:** Beings and objects that are immune to fire are unaffected by this spell. Leather armor will reduce the damage taken on a point per point basis (5 points of armor stops 5 points of damage). Magical armor will absorb the damage if a Magic Resistance is rolled for the armor.

## ILLUSION OF SIGHT

**Type:** (Ill) **Distance to Focus:** Touch  
**Magic Name:** Yilmo Ravna **Save:** Illusion Resistance  
**Memorization:** 40 Minutes **Failure:** 5% per Aura  
**Casting Time:** 2 Seconds **Range:** None  
**Area Affected:** 1' Rad./Aura **Duration:** 10 Sec. per Aura

**Description:** This spell enables the caster to create any illusion involving vision in the area affected. If the caster wishes to make the illusion move, he must concentrate to produce the effects, and may cast no other spells while manipulating the illusion.

**Notes:** This spell is incapable of causing direct damage, but if combined with illusion of feeling, may then cause damage (see Illusions at the beginning of this section).

## MIND CHANGE

**Type:** (Ill, War) **Distance to Focus:** Touch  
**Magic Name:** Ki-Skrun **Save:** Illusion Resistance  
**Memorization:** 40 Minutes **Failure:** 5% per Aura  
**Casting Time:** 5 Minutes **Range:** None  
**Area Affected:** 1 Being's mind **Duration:** 30 Min. per Aura

**Description:** This spell causes one being's mind to be wrapped in a very subtle and powerful illusion. The mind becomes masked so that anyone using Telepathy, Improved Telepathy or Thought Projection will see a false image instead of the true being's mind. This means that the skill Detect Alignment will also give a false reading as will Read Past. Protections against the being will still function, but the being will be immune to mental attack while the spell is in operation. Anyone who is attempting to mentally attack or control the being protected by this spell can make an Illusion Resistance if requested to see through the effects of this spell. If the spell is seen to be an illusion, mental combat can still not be initiated. The caster must determine in detail the false mental picture that will be projected, including alignment.

**Notes:** The caster may not initiate mental combat while Mind Change is active.

## PRODUCE METAL

**Type:** (Nat, Cre) **Distance to Focus:** 1' /Aura  
**Magic Name:** Mi-Osira **Save:** N/A  
**Memorization:** 40 Minutes **Failure:** 5% per Aura  
**Casting Time:** 5 Seconds **Range:** None  
**Area Affected:** 1 ft<sup>3</sup> per Aura **Duration:** 30 Min. per Aura

**Description:** Creates any iron, bronze, or similar metal of little value (not gold, steel, or silver) the caster can imagine in any shape the caster desires. If the caster wishes the metal to be in the form of a fine work of art, however, he must have an appropriate skill (such as Sculpting) and make a successful skill roll. Any metal created by this spell is magical +1/+5% per 5 Aura points used in the spell. The metal will not tarnish or show any sort of wear. If the caster has Weapon Making or Armoring, weapons or armor may be created, respectively, if successful skill rolls are made.

## PROPEL

**Type:** (Nat, Dis) **Distance to Focus:** Touch  
**Magic Name:** Sthorl **Save:** N/A  
**Memorization:** 40 Minutes **Failure:** 5% per Aura  
**Casting Time:** 1 Minute **Range:** See below  
**Area Affected:** 1 Craft **Duration:** 30 Min. per Aura

**Description:** This spell causes one craft to be propelled by magic. The maximum speed at which the craft may move is listed below. It is controlled by thought, either by the caster or from the front or fore section of the craft. It will obey turns, speed changes and any other movement commands. At 18 or higher Aura, it will actually cause a craft to fly with a limit of 1 ton maximum per Aura point.

Craft Type	Maximum Speed
Wheeled	100' per second (About 68 miles per hour)
Water Craft	20' per second (about 10 knots)
Ice Runners	100' per second
Sand Runners	60' per second
In The Air	200' per second

## PROTECTION FROM UNDEAD

**Type:** (War) **Distance to Focus:** Touch  
**Magic Name:** Elia Letarn **Save:** See Below  
**Memorization:** 40 Minutes **Failure:** 5% per Aura  
**Casting Time:** 1 Minute **Range:** None  
**Area Affected:** 1 Being **Duration:** 10 Min. per Aura

**Description:** Protects the user from being attacked by undead creatures. See below for protection levels. Greater undead (levels 5 through 8) are allowed a Control Resistance each time they wish to attack the protected being.

Aura of Spell	Level	Example
8	1	Skeletal/Zombie Hand
10	2	Animal Skeleton/Zombie
12	3	Humanoid Skeleton/Zombie
14	4	Shade
16	5	Shadow
18	6	Ghoul
19	7	Wight
20	8	Specter

**Notes:** Protection is from the creature listed as well as those listed before it. The spell has no effect versus arch undead.

## STATUE

**Type:** (Nat, Alt, Sen, Meta) **Distance to Focus:** Touch  
**Magic Name:** Rimlim **Save:** N/A  
**Memorization:** 40 Minutes **Failure:** 5% per Aura  
**Casting Time:** 5 Seconds **Range:** 1' per Aura  
**Area Affected:** 1 Being **Duration:** 30 Sec. per Aura

**Description:** This causes one being to take on the form of a stone statue. The statue does not necessarily appear as the being's own form, but can appear in roughly any shape of approximately the same size. The being affected is made of stone until such time as she wishes to return to her normal form or until the duration expires. The being can sense life within 1' per Aura point of herself.

**Notes:** While in statue form, the being does not subtract actual damage from her Endurance. However, when the being returns to her normal form, if excessive damage was done to the statue (large chips, cracks and breaks) the GM can choose to apply some of the damage to the being's Endurance, relative to the amount of damage done to the statue. If the statue has been broken in half, for example, then so will the being.

## STORM OF COLD

**Type:** (Eng, Cre, Dis) **Distance to Focus:** 3' /Aura  
**Magic Name:** Carmor Mengalla **Save:** Magic Resistance  
**Memorization:** 40 Minutes **Failure:** 5% per Aura  
**Casting Time:** 10 Seconds **Range:** See below  
**Area Affected:** 2' Rad./ Aura **Duration:** 5 Seconds per Aura

**Description:** Creates a whirlwind of sleet, ice and snow which has a fixed height of 10' and a radius as above. The storm causes all who are caught within its radius to suffer the following effects:

- 1) Make a Magic Resistance or take 1d4 damage per 4 Aura points per 10 seconds to all exposed areas. (Any body area protected by less than five points of armor is considered exposed.) Characters wearing metal armor on hands, feet or head take an additional one point of damage per 10 seconds to those areas.

- 2) Make a Magic Resistance or be blinded.
- 3) Make an Agility save every 10 seconds. A failure indicates the being has lost his footing and has fallen to the ground.
- 4) Make a Strength save to combat normally. An unsuccessful save results in a penalty of -4 to hit and half damage to attacks, and -20% to all combat skills.
- 5) Missile weapons fired within a Storm of Cold always miss their target.
- 6) Missile weapons fired into the storm have an equal chance of striking any being within the area of effect.

**Notes:** The caster must concentrate on this spell to keep it maintained, and the caster may move this storm at walking speed (but no further than 3' per Aura point away from himself). Effects 1 and 2 are dependent on only one Magic Resistance.

## TUMBLERS

**Type:** (Nat, Dis, Meta) **Distance to Focus:** Touch  
**Magic Name:** Si-Himlo **Save:** None  
**Memorization:** 40 Minutes **Failure:** 5% per Aura  
**Casting Time:** 1 Minute **Range:** None  
**Area Affected:** 1 Lock **Duration:** Instantaneous

**Description:** Causes a lock to open. This does not remove traps that are associated with the lock. This spell will also remove Seal spells cast with an equal or lesser amount of Aura.



## WALL OF WOOD

**Type:** (Nat, Cre) **Distance to Focus:** 3' /Aura  
**Magic Name:** Dran Fes **Save:** N/A  
**Memorization:** 40 Minutes **Failure:** 5% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Wall/2 Aura **Duration:** 10 Min. per Aura

**Description:** Each wall created by this spell is 10' high, 10' long and 6' thick. The walls may be produced anywhere that there is room for them, but all the walls must touch each other as well as be fixed above and onto a solid surface.

**Notes:** As with all wall spells, any living being that is in the way of a the wall will cause that section to fail. The wall has an object threshold of 20 and an object strength rating of 2 per Aura. (This means that over 20 points of damage must be done to harm the wall, and the wall can take a number of hits equal to its object strength.)

## Aura Level 9



### CALL

**Type:** (Min, Tra, Con)      **Distance to Focus:** 3' / Aura  
**Magic Name:** Hian      **Save:** Control Resistance  
**Memorization:** 45 Minutes      **Failure:** 5% per Aura  
**Casting Time:** 10 Minutes      **Range:** Same plane  
**Area Affected:** 1 Being/3 Aura      **Duration:** 1 Day per Aura

**Description:** This spell allows the caster to call anyone known by name who is on the same plane as the caster. One being may be called per 3 Aura put into the spell. The called being feels drawn in the direction of the calling and will try and go to the caster in any way possible which will not cause harm. The focus is dimly aware of how far it will have to travel to get to the caller's general location. If the being called knows the caster, the called being recognizes the caster as the caller.

**Notes:** A caster may only have one Call spell in effect at a time.

### CONTROL UNDEAD

**Type:** (Dth, Con)      **Distance to Focus:** 5' / Aura  
**Magic Name:** Rarp Efell      **Save:** Control Resistance  
**Memorization:** 45 Minutes      **Failure:** 5% per Aura  
**Casting Time:** 10 Seconds      **Range:** None  
**Area Affected:** 2 WIL/Aura      **Duration:** 1 Minute per Aura

**Description:** Allows the caster to control up to 2 Will Force worth of undead per Aura point cast into the spell; i.e. an average skeleton has about 4 Will Force points requiring 2 Aura in the spell to control each skeleton. Multiple undead may be controlled with each spell and the spell may be repeated to control different targets. The caster can cause lesser undead to be destroyed simply by commanding it. The undead will follow any commands of which they are capable.

**Notes:** This spell will only affect lesser undead.

### ENDURE POISON

**Type:** (War)      **Distance to Focus:** Touch  
**Magic Name:** Lalem Ixilan      **Save:** Magic Resistance  
**Memorization:** 45 Minutes      **Failure:** 5% per Aura  
**Casting Time:** 10 Seconds      **Range:** None  
**Area Affected:** 1 Being      **Duration:** 1 Hour per Aura

**Description:** Allows one being to be immune to the effects of all poisons equal to one type per Aura point. Thus, at 20 Aura type XX poison has no effect on the being for the duration of the spell. No previous damage from poisons is healed, however the spell nullifies any further damage from any current poisons.

**Notes:** If a victim has died from poison in the last 1 minute, a new Poison Resistance is granted to the victim. If the resistance is made then she is revived.

### ENHANCE SIGHT

**Type:** (Min, Alt)      **Distance to Focus:** Touch  
**Magic Name:** Femfla Invis      **Save:** Magic Resistance  
**Memorization:** 45 Minutes      **Failure:** 5% per Aura  
**Casting Time:** 1 Minute      **Range:** None  
**Area Affected:** 1 Being      **Duration:** 1 Hour per Aura

**Description:** This spell enhances one being's sense of sight. All of the distances listed on the special sight table in the characteristics section are tripled for the being's vision type. Thus the spell effectively grants far sight to beings with normal vision, while the far sight distances are tripled (missile modifiers do not increase beyond +2).

**Notes:** Affected beings -30% less likely to be surprised and a provides +50% bonus to Illusion Resistance. Affected beings are also subject to the light rules for night vision.

### PHASE WEAPON

**Type:** (Nat, Alt, Dim, Tra, Meta)      **Distance to Focus:** Touch  
**Magic Name:** Kelay Menmalla      **Save:** N/A  
**Memorization:** 45 Minutes      **Failure:** 5% per Aura  
**Casting Time:** 10 Seconds      **Range:** Phase Plane  
**Area Affected:** 1 Weapon      **Duration:** 10 Sec. per Aura

**Description:** Causes one weapon to be projected into the Phase Dimension. All creatures/beings that are phased-out can be struck for the weapon's normal damage. If the weapon was not already magical, it is given the bonus of +1 to hit per 5 Aura points, against phased creatures. If the weapon enters an Anti-Magic zone, it will phase in.

### SET

**Type:** (Meta)      **Distance to Focus:** Touch  
**Magic Name:** Yemix      **Save:** None  
**Memorization:** 45 Minutes      **Failure:** 5% per Aura  
**Casting Time:** 10 Seconds      **Range:** 3' per Aura  
**Area Affected:** 1 Spell      **Duration:** 1 Day per Aura

**Description:** Causes one spell to go off when a particular condition arises. The Set spell is cast first and then another spell is cast into it. For example, a Set spell is cast and then a Reverse Gravity is cast into it, with the conditions that the spell will activate when a chest is opened. In effect, this is an easy way of making a one shot magical trap. Once the conditions of the Set spell are triggered, both the spell being held and the Set spell are activated.

**Notes:** If a Dispel Magic is cast on the Set spell, it will automatically cause the Set spell to release the other spell, regardless of the possibly disastrous effects on the caster. Set spells count toward the spellcaster's Title limit for active spells. If the duration runs out, the spell will activate.

**Special Notes:** Moving an object with Set cast on it will *always* cause the spell to activate, regardless of the conditions.

### STONE SWIM

**Type:** (Nat, Alt)      **Distance to Focus:** Touch  
**Magic Name:** Lrim-Leth      **Save:** Magic Resistance  
**Memorization:** 45 Minutes      **Failure:** 5% per Aura  
**Casting Time:** 10 Seconds      **Range:** None  
**Area Affected:** 1 Being/Object      **Duration:** 10 Min. per Aura

**Description:** Causes the being or object affected to pass through stone and dirt as if passing through water. It allows beings to essentially



swim through rock. If an item affected is left or dropped into a stone surface, the item will stay in the rock after the being has left that area, and will have to be retrieved either with this spell, or some similar way. Any metal, magic or molten rock within the stone will act as a barrier to further stone swimming.

## STORM OF DAGGERS

**Type:** (Eng, Cre, Dis) **Distance to Focus:** Emanates  
**Magic Name:** Spork Mengalla **Save:** None  
**Memorization:** 45 Minutes **Failure:** 5% per Aura  
**Casting Time:** 10 Seconds **Range:** 5' per Aura  
**Area Affected:** Area struck **Duration:** Instantaneous

**Description:** Causes small Aura knives to shoot from the caster's hand. One knife is created for every 2 Aura points used in the spell, and each new knife will be created 2 seconds after the last one. Each knife must be rolled to hit against the opponent as a missile weapon. Each knife does 1d4+1 and will pass through all forms of armor or protection, with no save at all except for magical armor (determined by a Magic Resistance).

**Notes:** These missiles can be dodged with the skill Dodge. The caster must concentrate until all the daggers have been thrown.

## WALL OF ICE

**Type:** (Eng, Cre) **Distance to Focus:** 3' /Aura  
**Magic Name:** Carmor Fes **Save:** Magic Resistance  
**Memorization:** 45 Minutes **Failure:** 5% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Wall 2 Aura **Duration:** 10 Min. per Aura

**Description:** Each wall created by this spell is 10' high, 10' wide and 1' thick. The walls may be produced anywhere there is room for them, but each wall must touch another. Touching the wall with exposed flesh does 1d4 per 2 Aura points. The being affected is allowed a Magic Resistance. If he makes the roll by less than or equal to 1/2 the chance, no damage is taken. If the resistance was made, but was greater than 1/2 the chance, then half damage is taken. Failure indicates full damage. Metal armor causes an additional point to be taken per Aura point. Leather protects on a point per point basis, as does other clothing.

**Notes:** The walls must be rooted onto a surface and cannot be cast in the air. If the wall cannot fit into the desired section area, or if there is a living being in this area, then that particular section of the wall will fail. The wall has an object threshold of 20 and an object strength of 2 per Aura (This means that over 20 points of damage must be done to harm the wall, and the wall can take a number of hits equal to its object strength.)

## WARDING

**Type:** (War, Meta) **Distance to Focus:** 3' /Aura  
**Magic Name:** Reflay **Save:** None  
**Memorization:** 45 Minutes **Failure:** 5% per Aura  
**Casting Time:** 10 Minutes **Range:** None  
**Area Affected:** 10 ft<sup>3</sup> per Aura **Duration:** 10 Min. per Aura

**Description:** Creates a warding that causes those creatures affected by it to be physically unable to approach the area that is warded. See below for the Aura costs to ward against particular types of beings. The caster is unaffected by his own Warding.

**Ward Against**  
 A particular race  
 A particular class  
 A specific alignment  
 All good, neutral or evil  
 All enemies  
 All beings

**Aura Cost**  
 2 Aura points per race  
 4 Aura points per class  
 5 Aura points per alignment  
 10 Aura points  
 15 Aura points  
 20 Aura points

**Notes:** The caster may ward against anything for which he has the Aura, but the Aura used up by each selection is cumulative.

## WIZARD RUNE

**Type:** Min, Tra, Meta) **Distance to Focus:** Touch  
**Magic Name:** Tilt Ti-Yilethay **Save:** N/A  
**Memorization:** 45 Minutes **Failure:** 5% per Aura  
**Casting Time:** 10 Minutes **Range:** Unlimited  
**Area Affected:** 1 Rune **Duration:** 1 Week per Aura

**Description:** Creates an invisible mark, unique to the caster, on an object, being or place. This rune grants the following abilities:

- 1) The caster will always know how far away and in what direction the object lies.
- 2) The caster can see out of the rune if she concentrates (a 3% chance per Intelligence point of caster, once per hour).
- 3) The rune is invisible (the invisibility can be detected or dispelled).
- 4) The rune cannot be dispelled unless it is seen.

**Notes:** The caster may only have one rune for each Will Force point she possesses.

## Aura Level 10



## CONTROL EARTH ELEMENTAL

**Type:** (Min, Con) **Distance to Focus:** 3' /Aura  
**Magic Name:** Rarp Garsar **Save:** Control Resistance  
**Memorization:** 50 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Elemental **Duration:** 1 Minute per Aura

**Description:** Provides the caster complete mental control of one Earth Elemental if it fails its Control Resistance. If the Earth Elemental is already controlled by another caster, who used this spell at a higher Aura, then the new control spell fails automatically. If the amount of Aura for both spells are equivalent or the second is higher, then the spell works for the new caster and the previous caster loses control of the Earth Elemental.

**Notes:** Unlike other forms of control, this spell is absolute. The elemental is controlled completely and may even be sent to its death without benefit of a second Control Resistance.

## DISRUPTION

**Type:** (Nat, Alt, Meta) **Distance to Focus:** Touch  
**Magic Name:** Delay **Save:** N/A  
**Memorization:** 50 Minutes **Failure:** 10% per Aura  
**Casting Time:** 1 Minute **Range:** None  
**Area Affected:** 1 Weapon **Duration:** 10 Min. per Aura

**Description:** Causes one smashing weapon to do more damage and have a greater chance to hit. For each 5 Aura points put into the spell, the weapon will be +1 to hit and +1 to damage, and will grant an additional 1d6 to damage as well. In addition, the weapon has a chance of doing double damage if a natural 21 minus 1 per 5 Aura points of the spell is rolled. So at 15 Aura, the weapon would be +3 to hit, do an additional 3d6+3 damage, and do double total damage on an unmodified roll of 18 or higher.

**Notes:** Weapons that are already magical are subject to the magical cumulative effects rule in the appendix of this book.

## DUPLICATE SELF

**Type:** (Nat, Alt, Dis, Min, Tra, Meta) **Distance to Focus:** Self  
**Magic Name:** Kirbex Rimpellion **Save:** N/A  
**Memorization:** 50 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** Sight  
**Area Affected:** 1 per 5 Aura **Duration:** 10 Sec. per Aura

**Description:** Produces one duplicate of the caster per 5 Aura points cast into the spell. An Illusion Resistance will not cause the duplicate(s) to vanish as the caster projects actual light to create each duplicate. The caster may move each duplicate independently, as long as it remains within sight of him. The caster may use a duplicate to cast spells. Any duplicate that is physically struck vanishes.

**Notes:** Duplicates appear in the current form of the caster. The caster can cast a spell through any one of the duplicates. The caster must concentrate if he wishes the duplicates to move, and cannot cast spells while this is occurring. If he wishes to cast a spell, the duplicates can only walk and move enough to make it appear as if they are casting.

## ENDURE HEAT

**Type:** (War) **Distance to Focus:** Touch  
**Magic Name:** Lalem Nama **Save:** Magic Resistance  
**Memorization:** 50 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 being **Duration:** 1 Hour per Aura

**Description:** Protects one creature from any and all effects of fire and heat, whether the fire is of a magical nature or not.

**Notes:** This spell also protects all materials within 6" of the caster.

## ENHANCE SPEED

**Type:** (Nat, Alt) **Distance to Focus:** Touch  
**Magic Name:** Femfla Exrom **Save:** Magic Resistance  
**Memorization:** 50 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being **Duration:** 10 Sec. per Aura

**Description:** Causes one being to have enhanced speed. For every 4

Aura points cast in the spell the affected being gains 1 second of event time per 10 second combat round. At 20 Aura this spell would grant 10 extra seconds of action per round. In addition, the affected being will be -1 to be hit by other beings per 4 Aura cast into this spell.

**Notes:** This spell in no way effects the speed it takes to cast a spell or activate a magical item.

## FINGER OF ELECTRICITY

**Type:** (Eng, Cre, Dis) **Distance to Focus:** Emanates  
**Magic Name:** Flanta Statar **Save:** Magic Resistance  
**Memorization:** 50 Minutes **Failure:** 10% per Aura  
**Casting Time:** 5 Seconds **Range:** 5' per Aura  
**Area Affected:** Area struck **Duration:** Instantaneous

**Description:** Causes a bolt of lightning to shoot from the caster's finger and strike a target if an Intelligence save is successful. The Finger of Electricity does 1d8 per 2 Aura points used in the spell. The being affected is allowed a Magic Resistance. If he makes the roll by less than or equal to 1/2 the chance no damage is taken. If the resistance was made, but was greater than a 1/2 save, then half damage is taken. Failure indicates full damage. Leather Armor reduces damage taken equal to the amount of leather armor. Metal armor causes +1 point of damage per dice of damage done. Magical armor will absorb the Finger of Electricity if a successful Magic Resistance is rolled for the armor.

**Notes:** Beings immune to electricity are unaffected by this spell.

## ILLUSION OF FEELING

**Type:** (Ill) **Distance to Focus:** Touch  
**Magic Name:** Reftay Ravna **Save:** Illusion Resistance  
**Memorization:** 50 Minutes **Failure:** 10% per Aura  
**Casting Time:** 2 Seconds **Range:** None  
**Area Affected:** 1' Radius/Aura **Duration:** 10 Sec. per Aura

**Description:** This spell allows the caster to create any illusions of touch in the area affected. The caster must concentrate to produce the desired effect, and may cast no other spells while concentrating.

**Notes:** Illusions involving feelings may cause damage but may never kill directly (see Aspects of Magic at the beginning of this section).

## INVISIBILITY

**Type:** (Nat, Alt) **Distance to Focus:** Touch  
**Magic Name:** Mageron **Save:** Magic Resistance  
**Memorization:** 45 Minutes **Failure:** 5% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being **Duration:** 10 Min. per Aura

**Description:** Causes the being affected to be rendered invisible. This spell is not technically an illusion as it causes light waves to bend around the affected being's body, making it appear as if it were not there. This functions on infravision and other forms of sight. Each time the affected being makes an offensive action or attacks, there is a 10% chance of him appearing. This effect is cumulative; thus the third such action would have a 30% chance of dispelling the Invisibility.

**Notes:** Detect Invisibility and Divine Sight will see through the effects of this spell, and Dispel Invisibility or Dispel Magic will dispel it.

## MIND MONSTER

**Type:** (Dim, Sum) **Distance to Focus:** Emanates  
**Magic Name:** Pilsorn Isthay **Save:** See below  
**Memorization:** 50 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** Thought Plane  
**Area Affected:** 1 being's mind **Duration:** 2 Seconds per Aura

**Description:** This spell summons a being of will that will attempt to take over the mind of one opponent. The caster releases the beast in the direction of the chosen victim and points at the target and the beast appears in the victim's mind. Mental combat ensues. The Mind Monster is given 1 Will Force point plus 1 per point of Aura used. The Mind Monster can use any mental combat attack, with the purpose of destroying the victim's mind. If the Mind Monster wins, the victim's mind is destroyed. If the victim wins the mental combat, the Mind Monster turns and mentally attacks the caster with its Will Force renewed, and attacks with the purpose of destroying the caster's mind.  
**Notes:** Beings that have Mind Set or Mind Change, Thought Projection or who are immune to mental control will be unaffected by this spell.

## MIND SET

**Type:** (War) **Distance to Focus:** 1' / Aura  
**Magic Name:** Pilsorn Yemix **Save:** Magic Resistance  
**Memorization:** 50 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being's mind **Duration:** 10 Min. per Aura

**Description:** Protects one being from all forms of mental attack or control by skill, power or spell. The protected creature is unable to be scryed upon or have his mind read through Telepathy, Improved Telepathy or Thought Projection. Likewise, the affected being may not initiate mental combat while Mind Set is active. The protected being is immune to any and all forms of mental control.  
**Notes:** A Dispel Protection or Dispel Magic will remove this spell.

## MIRROR WALL

**Type:** (Nat, Cre, War) **Distance to Focus:** 3' / Aura  
**Magic Name:** Tendle Fes **Save:** N/A  
**Memorization:** 50 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Wall/4 Aura **Duration:** 1 Minute per Aura

**Description:** Each Mirror Wall created is 10' x 10' x 3" and has the following properties: Indestructible (save Dispel Magic or Disintegrate) and causes all spells cast at the wall to bounce back on the reflective side, and has the same effect with missile weapons (same as Reflection).  
**Notes:** Beings may Phase or Teleport through the Mirror Wall.

## NON-DETECTION

**Type:** (War) **Distance to Focus:** Touch  
**Magic Name:** Yilmo Yentil **Save:** Magic Resistance  
**Memorization:** 50 Minutes **Failure:** 10% per Aura  
**Casting Time:** 20 Seconds **Range:** None  
**Area Affected:** 1 Being/Object **Duration:** 30 Min. per Aura

**Description:** Causes one being, object, or area to be immune to all forms of detection, whether by spell, power or skill. It also makes the

affected beings, items or area immune to be located or scryed upon. This will cover an area no more than 10 cubic feet per Aura point.  
**Notes:** A Dispel Magic or Dispel Protection may remove this spell.

## PIERCING

**Type:** (Nat, Alt, Meta) **Distance to Focus:** Touch  
**Magic Name:** Pierak **Save:** N/A  
**Memorization:** 50 Minutes **Failure:** 10% per Aura  
**Casting Time:** 1 Minute **Range:** None  
**Area Affected:** 1 Weapon **Duration:** 10 Min. per Aura

**Description:** Causes one thrusting weapon to do more damage and have a greater chance to hit. For each 5 Aura points put into the spell, the weapon will be +1 to hit, +1 to damage and an additional 1d6 to damage. The weapon also has a chance of doing double damage if a natural 21 minus 1 per 5 Aura points of the spell. So at 15 Aura, the weapon would be +3 to hit, inflict an additional 3d6+3 damage and cause double total damage on an unmodified roll of 18 or higher.  
**Notes:** Weapons that are already magical are subject to the magical cumulative effects rule in the appendix of this book.

## PRODUCE SHELTER

**Type:** (Nat, Cre) **Distance to Focus:** 10' / Aura  
**Magic Name:** Mi-Clandin **Save:** None  
**Memorization:** 50 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** See below **Duration:** 1 Hour per Aura

**Description:** Produces a magical shelter the caster envisions. The type of shelter possible is based on the amount of Aura used at the time of casting.

Aura Cost	Shelter Created
5 or less	One room shack made of wood and thatch.
6-9	One room cottage made of wood and thatch.
10-14	Three room house made of stone or wood.
15-16	Five room house or tower made of stone or wood.
17-18	Six room house or tower made of stone or wood.
19-20	Ten room house or tower made of stone, wood and metal.

**Notes:** The maximum area affected is 100' x 100' per 5 Aura put into the spell. The house will only appear if there is sufficient space for it.

## PROTECTION FROM SUPERNATURAL

**Type:** (War) **Distance to Focus:** Touch  
**Magic Name:** Ath-Letarn **Save:** See Below  
**Memorization:** 50 Minutes **Failure:** 10% per Aura  
**Casting Time:** 1 Minute **Range:** Touch  
**Area Affected:** Caster **Duration:** 10 Min. per Aura

**Description:** Protects 1 being per 4 Aura from any and all attacks from summoned servants or any other being not from the caster's plane of origin.

**Notes:** Supernatural beings with a 16 or higher Intelligence rating will sense the caster but must make a Control Resistance to attack them (for each attack), whereas those with a lower Intelligence rating won't even sense the practitioner.



## REFLECTION

**Type:** (War)  
**Magic Name:** Rimppeilion  
**Memorization:** 50 Minutes  
**Casting Time:** 10 Seconds  
**Area Affected:** Caster

**Distance to Focus:** Self  
**Save:** N/A  
**Failure:** 10% per Aura  
**Range:** None  
**Duration:** 1 Minute per Aura

**Description:** This spell causes all missile weapons and missile spells that are targeted at the spellcaster to be reflected back to the point of origin. The missile or spell will hit a random location. If Reflection is cast at a caster who is protected by Reflection, see the section at the beginning of this chapter to determine the results.

**Notes:** This will reflect back any number of spells and missiles at any time and takes no concentration on the part of the caster once cast. Missile spells are considered to be spells which contain "displacement" as one of their types and are cast at the spellcaster, not onto the spellcaster.

## SHARPNESS

**Type:** (Nat, Alt, Meta)  
**Magic Name:** Silrice  
**Memorization:** 50 Minutes  
**Casting Time:** 1 Minute  
**Area Affected:** 1 Weapon

**Distance to Focus:** Touch  
**Save:** N/A  
**Failure:** 10% per Aura  
**Range:** Touch  
**Duration:** 10 Min. per Aura

**Description:** Causes one cutting weapon to do more damage and have a greater chance to hit. For each 5 Aura points put into the spell, the weapon will be +1 to hit and +1 to damage, and will grant an additional 1d6 to damage as well. In addition, the weapon has a chance of doing double damage if a natural 21 minus 1 per 5 Aura points of the spell is rolled. So at 15 Aura, the weapon would be +3 to hit, do an additional 3d6+3 damage, and do double total damage on an unmodified roll of 18 or higher.

**Notes:** Weapons that are already magical are subject to the magical cumulative effects rule in the appendix of this book.

## STORM OF FIRE

**Type:** (Eng, Cre, Dis)  
**Magic Name:** Nama Mengalla  
**Memorization:** 50 Minutes  
**Casting Time:** 10 Seconds  
**Area Affected:** 2' Rad./Aura

**Distance to Focus:** 3' /Aura  
**Save:** Magic Resistance  
**Failure:** 10% per Aura  
**Range:** See below  
**Duration:** 5 Seconds per Aura

**Description:** Creates a whirlwind of fire and heat, with a fixed height of 10' and radius as above, that causes all within its radius to be affected as follows:

- 1) Make a Magic Resistance or take 1d6 damage per 4 Aura points per 10 seconds to 2d4 exposed areas. (Any body area protected by less than five points of armor is considered exposed.) Beings in metal armor take 2 points of damage per 10 seconds to the upper, mid and lower torso due to heat exhaustion.
- 2) Make a Magic Resistance or be blinded.
- 3) Make an Agility save every 10 seconds. A failure indicates the being has lost his footing and has fallen to the ground.
- 4) Make a Strength save to combat normally. An unsuccessful save results in a penalty of -4 to hit and half damage to attacks, and -20% to all combat skills.
- 5) Missile weapons fired within a Storm of Fire always miss their target.
- 6) Missile weapons fired into the storm have an equal chance of striking any being within the area of effect.

**Notes:** This spell must be concentrated upon to keep it maintained. The caster can move the storm with him at walking speed. Effects 1 and 2 are dependent on one Magic Resistance only.

## TELEKINESIS

**Type:** (Min, Alt)  
**Magic Name:** Dena-Rimple  
**Memorization:** 50 Minutes  
**Casting Time:** 10 Seconds  
**Area Affected:** Caster

**Distance to Focus:** Self  
**Save:** N/A  
**Failure:** 10% per Aura  
**Range:** None  
**Duration:** 1 Minute per Aura

**Description:** Grants the being the ability of Telekinesis and allows the being to move an object(s) at 30' per second, if the object(s) weighs less than 50 pounds per Aura point of the spell. An object can be thrown with the same weight requirement as the spell Throw. The caster can also move himself by pushing away from the ground but may move no faster than 30' per second and go no higher than 10' per Aura point. The caster can do these feats as many times as she wishes as long as the spell is going. Moving objects requires concentration. Setting an object in motion in a particular direction or causing an object to float without movement requires no extra concentration once begun.

**Notes:** Beings and magical items that wish to avoid being moved via Telekinesis are allowed a Magic Resistance to avoid these effects.

## TRANSMUTE TO FLESH

**Type:** (Nat, Alt)  
**Magic Name:** Kia Farthay  
**Memorization:** 50 Minutes  
**Casting Time:** 10 Seconds  
**Area Affected:** 1 Being

**Distance to Focus:** 2' per Aura  
**Save:** Magic Resistance  
**Failure:** 10% per Aura  
**Range:** None  
**Duration:** 1 Hour per Aura

**Description:** Causes a being that has been transformed to another substance to return to his original form, or an object no bigger than 5 cubic feet per Aura point to turn to flesh. The spell does not heal any chips, shavings or breakage caused while the being was in the other form, and appropriate damage applies.

**Notes:** If the being is returned to original form, then duration is disregarded, and the effect acts like a dispel.

## WALL OF FIRE

**Type:** (Eng, Cre)  
**Magic Name:** Nama Fes  
**Memorization:** 50 Minutes  
**Casting Time:** 10 Seconds  
**Area Affected:** 1 Wall/2 Aura

**Distance to Focus:** 3' /Aura  
**Save:** Magic Resistance  
**Failure:** 10% per Aura  
**Range:** None  
**Duration:** 10 Min. per Aura

**Description:** Each wall created by this spell is a sheet of crackling flames about 10' x 10' x 6". The wall must be fixed onto some sort of level surface. Anyone touched by the flame must make a Magic Resistance or take 1d6 damage per 2 Aura points to 2d4 random areas. If she makes the roll by less than or equal to 1/2 the chance no damage is taken. If the resistance was made, but was greater than a 1/2 save, then half damage is taken. Failure indicates full damage. The wall will catch all combustible materials on fire. The wall itself will be impossible to extinguish for the entire spell duration, and can only be destroyed by a Dispel Magic.

**Notes:** If a being is in a section of the wall when cast, or if a section of the wall will not fit into the space desired, then that portion of the wall fails to appear.

## WALL OF STONE

**Type:** (Nat, Cre) **Distance to Focus:** 3' /Aura  
**Magic Name:** Lrim Fes **Save:** Magic Resistance  
**Memorization:** 50 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Wall/2 Aura **Duration:** 10 Min. per Aura

**Description:** Creates one wall of stone 10' x 10' x 6" per 2 Aura used in the spell. The wall must be touched to another wall or surface and may not be created in thin air to drop on unsuspecting victims.

**Notes:** If a being is in a section of the wall when cast, or if a section of the wall will not fit into the space desired, then that portion of the wall fails to appear. Each wall has an object threshold of 100 and an object strength of 200.

## Aura Level 11



## ANIMATE OBJECT

**Type:** (Nat, Dis) **Distance to Focus:** 5' /Aura  
**Magic Name:** Rarp Nomale **Save:** N/A  
**Memorization:** 55 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** See below  
**Area Affected:** 1 Object/Aura **Duration:** 10 Sec. per Aura

**Description:** This spell causes objects that weigh less than 20 pounds per Aura point (individually) to become animated. These include weapons, armor and other non-magical, non-organic objects. Weapons will do their normal damage and attack using an unmodified weapon speed. Armor will take damage just as if it was protecting a being. Blunt objects used to strike with will inflict 1d4 damage per 20 pounds of weight and swing only once per round.

**Notes:** There is a 5% chance per 10 second period that one of the objects will accidentally inflict harm on the caster, if they are within 10' of the caster. Intelligent magic items are granted the ability to move under their own power at the rate of 5' per Intelligence point, and are only required to move if they fail a Magic Resistance. This spell must be concentrated on to function.

## CONFUSE

**Type:** (Min, Con) **Distance to Focus:** 3' /Aura  
**Magic Name:** Estharl **Save:** Control Resistance  
**Memorization:** 55 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being/4 Aura **Duration:** 10 Sec. per Aura

**Description:** Causes all affected beings to wander confused and dis-oriented for the duration of the spell, or until attacked or disturbed in some way.

**Notes:** Does not work against beings that are immune to control, have Mind Set, Mind Change or Thought Projection.

## CONTROL TEMPERATURE

**Type:** (Nat, Alt) **Distance to Focus:** 5' /Aura  
**Magic Name:** Rarp Winden **Save:** None  
**Memorization:** 55 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 2' Radius/Aura **Duration:** 1 Minute per Aura

**Description:** The caster can change the temperature up or down a maximum of 5° difference per Aura point used in casting the spell. It takes 10 seconds per 10° change. When the spell's duration expires, the temperature will return to normal at the same rate. See the Master's Manual for the effects of extreme temperature.

## DETECT PROTECTION

**Type:** (Sen) **Distance to Focus:** Self  
**Magic Name:** Invis Letarn **Save:** N/A  
**Memorization:** 70 Minutes **Failure:** 10%  
**Casting Time:** 10 Seconds **Range:** Sight  
**Area Affected:** Casters Mind **Duration:** 5 Sec. per Aura

**Description:** Allows the caster to see the nature and Aura of all protection type spells, effects or invocations within the caster's sight.

**Notes:** If the caster views something protected by Non-Detection, he will see only that the object/being has Non-Detection upon it, but nothing else. The Non-Detection must first be dispelled before any other protections can be sensed.

## DISPEL INVISIBILITY

**Type:** (Meta) **Distance to Focus:** Emanates  
**Magic Name:** Detay Mageron **Save:** None  
**Memorization:** 55 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 5' Rad./Aura **Duration:** Instantaneous

**Description:** Creates a metaphysical field that will sense and attempt to dispel all invisibility spells within a 5 foot per Aura point sphere around the caster. The chance for any one Invisibility spell to be dispelled is determined through a contest of magics, where the amount of Aura put into the Invisibility spell is compared to the amount of Aura put into Dispel Invisibility. Each amount is multiplied by 5%, and percentage dice are rolled for each. The roll which succeeds by the most wins. If the Dispel Invisibility roll wins, the invisibility spell is dispelled, otherwise the Dispel Invisibility fails. Permanent spells have a -75% chance to be dispelled.

**Notes:** Non-detection will prevent this from affecting the Invisibility spells unless it is dispelled first.

## EXTEND

**Type:** (Meta) **Distance to Focus:** 5' /Aura  
**Magic Name:** Nentar **Save:** N/A  
**Memorization:** 55 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Spell **Duration:** See below

**Description:** Extends the duration of one previous spell one times its duration per Aura point. For example, a spell with a duration of one hour will be extended one hour for each Aura point of the extend spell.

**Notes:** A spell must have a non-permanent and non-instantaneous duration to be affected by this spell. Extend cannot be cast upon an Extend spell.

**Special Notes:** This spell may only be used three times on the same spell; after the third use, the Aura is too unstable to be extended without Will Force (see Permanency).

## MASK AURA

**Type:** (Lif, Alt, Ill, Meta) **Distance to Focus:** 2' / Aura  
**Magic Name:** Grenda Aria **Save:** Magic Resistance  
**Memorization:** 55 Minutes **Failure:** 10% per Aura  
**Casting Time:** 5 Seconds **Range:** Sight  
**Area Affected:** 1 Being's Aura **Duration:** 30 Min. per Aura

**Description:** Allows the caster to change the appearance and strength of one being's Aura. The caster may alter one being's Aura to appear any shade and strength the caster desires. Dispel Illusion or Dispel Magic is required to remove this effect. A simple Illusion Resistance will not see through the Mask Aura.

**Notes:** See Aspects of Magic (Aura) at the front of this section for more information.

## PARALYZATION

**Type:** (Min, Con) **Distance to Focus:** 5' / Aura  
**Magic Name:** Zemorfal **Save:** Control Resistance  
**Memorization:** 55 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being/4 Aura **Duration:** 5 Seconds per Aura

**Description:** Causes one being per 4 Aura points to make a Control Resistance or fall to the ground paralyzed for the duration of the spell. Autonomous functions will still work, such as breathing, digestion, etc.

**Notes:** This spell only works against humanoid beings, and has no effect against undead and supernatural beings.

## REPAIR

**Type:** (Nat, Alt) **Distance to Focus:** Touch  
**Magic Name:** Ki Esken **Save:** None  
**Memorization:** 55 Minutes **Failure:** 10% per Aura  
**Casting Time:** 1 Minute **Range:** None  
**Area Affected:** 1 ft<sup>3</sup> per Aura **Duration:** Instantaneous

**Description:** This spell rejoins and repairs any broken object. All missing parts will be re-formed as long as they are within the size of the area affected and the object has not lost more than half of its original composition.

**Notes:** Unlike mend, the object has been truly repaired, and does not need magic to hold it together.

## SCRYING

**Type:** (Min, Tra, Sen, Ill) **Distance to Focus:** 1' / Aura  
**Magic Name:** Raypa-Invis **Save:** See below  
**Memorization:** 55 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Minutes **Range:** 25 miles per Aura  
**Area Affected:** See below **Duration:** 1 Minute per Aura

**Description:** This spell requires the use of a reflective surface, clear still pool, mirror, crystal ball, etc. The object used shows the image of a person, place or item named aloud by the caster. The image will show the exact condition of the person, place or item and its general surroundings. If the scryed upon person, place, or thing is moving, the image will show the movement. The maximum distance equals 25

miles per Aura point. However, if the spell is cast at higher than 15 Aura, there is no limit to the distance. If the spell is cast at 20 Aura, it will have a 3% chance per Will Force point of the caster extending the scrying ability into other dimensions. If that which is scryed upon is protected by any of the following, they will not be able to be detected: Non-Detection, Sphere of Protection (Wall of Protection if between scryer & scryee), Mind Set, Mind Change, Invisibility or the skill Thought Projection. (Beings with Life Sense or Sense Projection are given an Intelligence save to feel the scrying.)

**Notes:** Beings who peer into the image created by scrying will see nothing, unless they can make an Illusion Resistance, in which case they will see a dimmer view of what the caster sees.

## SLOVENLINESS

**Type:** (Dim, Alt) **Distance to Focus:** 2' / Aura  
**Magic Name:** Gwtaa **Save:** None  
**Memorization:** 55 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** Touch  
**Area Affected:** 1 being **Duration:** 10 Min. per Aura

**Description:** Allows the spellcaster to temporarily reduce personal attributes of the target. For every 6 Aura put into the spell, all personal attributes (except Social Class) are reduced temporarily by one point. If the caster designates a single attribute (Appearance or Charm) to be affected, then that attribute is reduced 1 point per 4 Aura put into this spell.

**Notes:** The effects of this spell are cumulative with multiple castings.

## STORM OF ARROWS

**Type:** (Eng, Cre, Dis) **Distance to Focus:** Emanates  
**Magic Name:** Spirk Mengalla **Save:** None  
**Memorization:** 55 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** 5' per Aura  
**Area Affected:** Area struck **Duration:** Instantaneous

**Description:** Creates arrows of Aura that shoot from the caster's hand. One arrow is created for every 2 Aura points used in the spell, and each arrow will appear 2 seconds after the last one. Each arrow does 1d6+1 points of damage and requires a to hit roll. The arrows pass through normal armor but are stopped by magical armor if a successful Magic Resistance is made.

**Notes:** These missiles can be dodged with the skill Dodge.

## TRUE FLIGHT

**Type:** (Nat, Dis) **Distance to Focus:** Touch  
**Magic Name:** Yimp Sanden **Save:** Magic Resistance  
**Memorization:** 55 Minutes **Failure:** 10% per Aura  
**Casting Time:** 20 Seconds **Range:** See below  
**Area Affected:** 1 Being **Duration:** 10 Min. per Aura

**Description:** The recipient of the True Flight spell can fly in any direction at 3' per Intelligence point per second. The being does not need to maintain concentration while flying, but still must make Intelligence saves to successfully change directions or make any difficult moves. Thus fighting can be accomplished if the being makes Intelligence saves for swinging, etc.

**Notes:** If the being crashes into something, he will take damage as outlined in the combat section. Unlike Levitate, the being is not weightless, and will take maximum damage from a fall or crash.



## UNPHASE

**Type:** (Dim, Tra) **Distance to Focus:** 3' per Aura  
**Magic Name:** Detay Kelay **Save:** Magic Resistance  
**Memorization:** 55 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** Phase Plane  
**Area Affected:** 1 Target **Duration:** Instantaneous

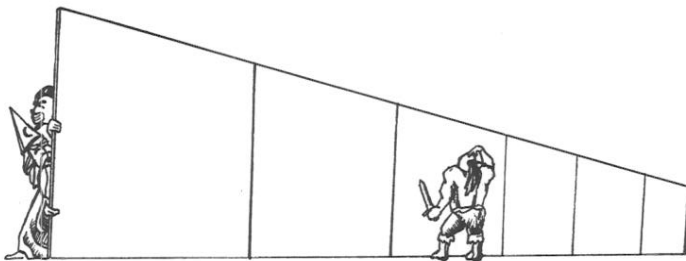
**Description:** Allows the caster to target one completely phased being or object and force it to return to the earthly plane (assuming that it phased from the earthly plane). Individuals are allowed a Magic Resistance to avoid the effects of this spell.

## WALL OF METAL

**Type:** (Nat, Cre) **Distance to Focus:** 3' /Aura  
**Magic Name:** Osira Fes **Save:** N/A  
**Memorization:** 55 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Wall/2 Aura **Duration:** 10 Min. per Aura

**Description:** Creates one wall of metal 10' x 10' x 6" per 2 Aura used in the spell. The wall must be touched to another wall or surface and may not be created in thin air to drop on unsuspecting victims.

**Notes:** If something is in the way of a section of the wall when cast, or the section will not fit into the desired space, the section will fail. Each wall has an object threshold of 200 and an object strength of 400.



## WALL OF PROTECTION

**Type:** (War, Meta) **Distance to Focus:** 3' /Aura  
**Magic Name:** Letarn Fes **Save:** None  
**Memorization:** 55 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Wall/2 Aura **Duration:** 10 Min. per Aura

**Description:** Creates an invisible barrier that stops magic, undead, demons, devils, and all other supernatural creatures from passing through it. Each wall is up to 10' x 10' and has no measurable thickness. Magical items, powers, skills, and all spells that pass through the barrier in either direction are automatically negated as the magic is absorbed. The magic will return if the being or item is passed back through the wall again in the opposite direction, or if the duration of the wall ends or the wall is destroyed. The wall is immune to physical damage and can only be destroyed by a Dispel Magic or Dispel Protection.

**Notes:** If any beings or objects are caught within the area affected, the wall spell will fail. Magically phased out creatures which pass through the wall will be forced to immediately phase in.

## Aura Level 12



## CONCEAL MAGIC

**Type:** (War, Ill) **Distance to Focus:** Touch  
**Magic Name:** Zelfar Ravna **Save:** None  
**Memorization:** 60 Minutes **Failure:** 10% per Aura  
**Casting Time:** 1 Minute **Range:** Sight  
**Area Affected:** 10 ft<sup>3</sup> /2 Aura **Duration:** 1 Hour per Aura

**Description:** Allows the caster to conceal the overall Aura of a being, object or place, and its powers and abilities. The area affected can be no bigger than 10 cubic feet per 2 Aura. This can completely erase the sense of magic that comes from the affected focus, or change it such that it would feel completely different to skills and effects like Detect Magic, Detect Aura, Identify, Empower, etc. Thus a +3 arrow with 15 Aura and Accuracy constant could be made to temporarily appear to be a +4 arrow with 20 Aura and Bane against dragons. Obviously, such an arrow would fetch a higher price in a magic shop and numerous adventurers and shop owners have been duped by this spell. Beings could be made to appear very magical or not at all. Unlike Non-Detection, the being, object or area could still be detected or scryed upon with other means than Detect Magic, Detect Aura, etc. Non-magical items or beings can also be enhanced by this glamour to appear to be magical.

**Notes:** Dispel Protection or Dispel Illusion will remove this glamour.

## CONTROL FIRE ELEMENTAL

**Type:** (Min, Con) **Distance to Focus:** 3' /Aura  
**Magic Name:** Rarp Namasar **Save:** Control Resistance  
**Memorization:** 60 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Elemental **Duration:** 1 Minute per Aura

**Description:** Provides the caster complete mental control of one Fire Elemental if it fails its Control Resistance. If another caster who used this spell at a higher Aura already controls the Fire Elemental, then the new Control Fire Elemental spell fails automatically. If the amount of Aura for both spells are equivalent or the second is higher, then the spell works for the new caster and the previous caster loses control of the Fire Elemental.

**Notes:** Unlike other forms of control, this spell is absolute. The elemental is controlled completely and may even be sent to its death without benefit of a second Control Resistance.

## DISPEL ILLUSION

**Type:** (Meta) **Distance to Focus:** Emanates  
**Magic Name:** Detay Ravna **Save:** None  
**Memorization:** 60 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 5' Radius/Aura **Duration:** Instantaneous

**Description:** This spell causes all illusions in the area affected which lose a contest of magics to be nullified. The chance for the any one

illusion to be dispelled is determined through a contest of magics, where the amount of Aura put into the illusion spell(s) is compared to the amount of Aura put into Dispel Illusion. Each amount is multiplied by 5%, and percentage dice are rolled for each. The roll which succeeds by the most wins. If the Dispel Illusion roll wins, the illusion spell is dispelled, otherwise the Dispel Illusion fails.

## ELEMENTAL WATER FORM

**Type:** (Nat, Alt) **Distance to Focus:** Self  
**Magic Name:** Ki-Elissar **Save:** N/A  
**Memorization:** 60 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** Caster **Duration:** 1 Minute per Aura

**Description:** Causes the caster's body to be transformed into the form of a Water Elemental. All normal items carried or stored on the caster temporarily disappear along with the caster's original body. All magical items and goods simply drop to the ground. The caster now has the following abilities and statistics:

- x1.5 Endurance points per Aura placed in the spell rounding up in favor of the caster.
- 1/2 point of hide per Aura put into the spell (representing the tension on the surface of the water). Round up in favor of the caster.
- Attacks with water appendages take 7 seconds -1 second per 4 Aura used in the spell with a 3 second minimum speed.
- Damage is 1d4 smashing per 3 Aura used in the spell.
- Physical attributes are 1d4+1 per 4 Aura used in the spell (5d4+5 maximum). All others are the caster's normal.
- Body consists of:
 

Area	End	Type
Upper Wave	x2	Vital
Lower Wave	x2	Vital
Water Tendrils	x1	Limb (1 per 4 Aura)

*Note:* Wave is 1' x 1' x 6" thick per full 10 Endurance.
- Magic Resistance and Control Resistance remain the same as the caster's, but the caster is now immune to illusion, poison and disease.
- Cutting damage does 1/4, smashing does full, thrusting/piercing does none. Fire based attacks do 1/2, cold does none, electricity does 1/2 and acid does none.
- Special abilities and powers at caster's Aura Control: Magic Voice, per the spell (Constant), 2 Magic Eyes (Constant), 2 Magic Ears (Constant), Life Sense (Constant), Chill (At will), Fast Freeze (At will), Soak (At will), Finger of Cold (3x per day), Wall of Ice (2x per day), Storm of Cold (1x per day).

**Notes:** Damage taken in this form is applied to the caster when he reverts back to his normal form. If the caster dies while in this form, he reverts back to original form and is dead. A successful Dispel Magic returns the caster to normal form. It takes 2-7 (1d6+1) seconds to change into or out of elemental form, unless forced to change by a Dispel Magic.

## ENDURE ELECTRICITY

**Type:** (War) **Distance to Focus:** Touch  
**Magic Name:** Lalem Statar **Save:** N/A  
**Memorization:** 60 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being **Duration:** 1 Hour per Aura

**Description:** Protects one creature from any and all effects of electricity, whether magical in nature or not.

**Notes:** This spell also protects all items carried within 6" of the caster.

## ENTRANCEMENT

**Type:** (Min, Con) **Distance to Focus:** Self  
**Magic Name:** Lent **Save:** Control Resistance  
**Memorization:** 60 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** Sight  
**Area Affected:** 2 Beings/Aura **Duration:** 1 Minute per Aura

**Description:** Causes up to 2 beings per Aura within sight of the caster to become transfixed by him for 1 minute per Aura point, provided they fail a Control Resistance. All victims who fail their save must stare at the target or caster for the duration, having no other action. They do however, get a new Control Resistance each 10 seconds. If line of sight contact is broken, the affected beings are freed from Entrancement, but the released creature must make another Control Resistance if they look at the caster again or be entranced.

**Notes:** This spell requires concentration. If the caster's concentration is broken, then the spell will fail to affect all of its victims immediately. Beings that are immune to control are unaffected by this spell.

## FEEBLEMINDEDNESS

**Type:** (Min, Alt) **Distance to Focus:** Touch  
**Magic Name:** J'skrun **Save:** Magic Resistance  
**Memorization:** 60 Minutes **Failure:** 10% per Aura point  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 being **Duration:** Instantaneous

**Description:** Allows the spellcaster to temporarily reduce mental attributes of the focus. For every 7 Aura put into the spell, all mental attributes are reduced temporarily by one point. If the caster designates a single attribute (Intelligence, Wisdom or Knowledge) to be drained, then that attribute is reduced one point per 5 Aura put into this spell. Attributes return at a rate of one point per hour.

**Notes:** The effects of this spell are cumulative with multiple castings.

## FINGER OF DETERIORATION

**Type:** (Eng, Cre, Dis, Dth, Tra, Meta) **Distance to Focus:** Emanates  
**Magic Name:** Flanta Teldar **Save:** Magic Resistance  
**Memorization:** 60 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** 2' per Aura  
**Area Affected:** Area struck **Duration:** Instantaneous

**Description:** Creates a narrow black bolt of immense power that shoots from the finger tips of the caster, consequently withering the first target struck.

Target	Effect if Magic Resistance Fails
Plant	Instant death to small plants, medium plants wilt and large plants lose foliage. Intelligent plants take 1d4 per 2 Aura points.
Animal	Kills small rodents and mammals. All others take 1d4 points per 2 Aura points. Intelligent animals lose 1d6 years per 4 Aura points.
Elf	Ages 10-60 years per 4 Aura points.
Dwarf	Ages 2-12 years per 4 Aura points.
Avian	Ages 1-10 years per 4 Aura points.
Midfolk	Ages 1-8 years per 4 Aura points.
Human	Ages 1-6 years per 4 Aura points.
Stone	Removes 1 point from object strength per Aura point.
Metal	Removes 1d4 points from object strength per 4 Aura points.
Wood	Removes 1d6 points from object strength per 4 Aura points.
Leather	Removes 1d10 points from object strength per 4 Aura points.

**Notes:** In the case of armor, the points are removed from the armor value.

## FRictionLESS

**Type:** (Nat, Alt) **Distance to Focus:** 3' /Aura  
**Magic Name:** Zi-Exrom **Save:** See below  
**Memorization:** 60 Minutes **Failure:** 10% per Aura  
**Casting Time:** 1 Minute **Range:** None  
**Area Affected:** 10' x 10' /Aura **Duration:** 10 Min. per Aura

**Description:** This spell can only be cast on a relatively smooth surface, and only up to 10 ft<sup>2</sup> per Aura. The spell further enhances that smooth surface to make it completely frictionless. Objects and beings in motion will not be slowed by passage against or upon it. All beings on the surface will have extreme difficulty remaining upright. Even the slightest motion can cause them to slide in one direction or another. Subtle motions require a -30% Agility save or the unfortunate being falls prone. Standing up from a prone position requires a -50% Agility save. Even if the being doesn't fall over, she will slide in the direction of her movement at a constant velocity.

**Notes:** With other spells such as Propel, Repulsion, Control Gravity, etc. Frictionless can create a perpetual-like motion. The uses of perpetual motion machines are limited only by the movement and duration of the spells involved.

**Special Notes:** If this spell is cast on a bladed weapon, it causes the blade to become frictionless (not the handle) allowing for a deeper cut and with better general cutting ability. This produces +1 per die of damage for the weapon.

## ILLUSION OF SENSING

**Type:** (Ill) **Distance to Focus:** Touch  
**Magic Name:** Invis Ravna **Save:** Illusion Resistance  
**Memorization:** 60 Minutes **Failure:** 10% per Aura  
**Casting Time:** 2 Seconds **Range:** Sight  
**Area Affected:** 1' Radius/Aura **Duration:** 10 Sec. per Aura

**Description:** This spell allows the caster to create sensations of emotions in the area affected, allowing the caster to create the feelings of fear, dread, doom, unease, calm, peace, hatred, love, pain, bliss, etc. The list is endless, but the emotions can be made to be felt within the area affected, or can be made to appear to come from an individual. Thus, one person can be made to feel that hatred is coming from another being, and this may or may not cause strife. Also, this spell can give the illusion of internal pain which, combined with Illusion of Touch and the other illusions, can be devastating. To see the possible damage that can be done by this spell, see Aspects of Magic at the beginning of this section.

**Notes:** The spell does not force the beings in the area affected to truly have the emotions, but simply feel them coming from the focus or area.

## MIRROR MAZE

**Type:** (Nat, Cre, War) **Distance to Focus:** Touch  
**Magic Name:** Resom Tendle **Save:** N/A  
**Memorization:** 60 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 2 Walls/Aura **Duration:** 10 Min. per Aura

**Description:** This spell creates a maze composed of individual mirror walls. A number of mirror areas equal to 2 per Aura point, each with a dimension of up to 5' x 30' may be created. Each area may have no more than three of its four walls be mirrors. Each mirror wall has the following properties:

- 1) Highly reflective, causing characters to see high quality images of themselves and others in the maze.
- 2) Each mirror reflects all spells and missiles to the point of origin as the spell Reflection.
- 3) Each panel has an object threshold and object strength of 100. Dispel Magic or Disintegration will cause the wall to shatter.

**Notes:** Mirror walls will not appear where there is not room for them, however, they will conform themselves around contours if necessary. The caster must imagine the layout of the maze. There must be a way to get from one end to another or to any portals in the room.

## PRODUCE POISON

**Type:** (Nat, Cre) **Distance to Focus:** Touch  
**Magic Name:** Mi-Ixilan **Save:** As Poison Type  
**Memorization:** 60 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Min. x Type **Range:** None  
**Area Affected:** See below **Duration:** 1 Day per Aura

**Description:** By means of this spell, the caster makes a batch of poison created entirely through the process of magic. For every Aura point used in the spell, 3 power points are given to buy the type of poison created. Poisons must have both a type and a potency ranging from type from I to XXV, and potency levels from A through Q.

Type	Power point cost
I	1
II	2
III	3
IV	4
V	5
VI	6
VII	7
VIII	8
IX	9
X	10
XI	12
XII	14
XIII	16
XIV	18
XV	20
XVI	22
XVII	24
XVIII	26
XIX	28
XX	30
XXI*	32
XXII*	34
XXIII*	36
XXI*	38
XXV*	40

Potency per dose	Power point cost
A	1
B	2
C	3
D	4
E	5
F	6
G	7
H	8
I	9
J	10
K	12
L	14
M	16
N	18
O	20
P	25
Q	30

\* These poisons can be created only through magic.

**Notes:** Refer to Master's Manual for the effects of poison types and potencies.



## SPHERE OF PROTECTION

**Type:** (War, Meta) **Distance to Focus:** Self  
**Magic Name:** Letarn Mintay **Save:** N/A  
**Memorization:** 60 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** See below  
**Area Affected:** 2' Rad./Aura **Duration:** 5 Seconds per Aura

**Description:** Creates an invisible sphere, surrounding the caster and all who fall within its range that stops magic, undead and all other supernatural beings from passing through it (identical to Wall of Protection). Magical weapons, items, skills, powers and all spells and invocations that pass through the barrier in either direction are automatically absorbed. The magic only returns if the being or object is passed through the sphere in an opposite direction, or if the duration of the sphere ends or the sphere is destroyed.

**Notes:** This spell can be moved with the caster as long as he moves at walking speed and continues to concentrate. The sphere will push aside any of the above beings if they are within the area affected when the spell is cast. Magically phased out creatures which pass through the wall will be forced to immediately phase in.

## STORM OF ELECTRICITY

**Type:** (Eng, Cre, Dis) **Distance to Focus:** 3' /Aura  
**Magic Name:** Statar Mengalla **Save:** Magic Resistance  
**Memorization:** 60 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** See below  
**Area Affected:** 2' Rad./Aura **Duration:** 5 Seconds per Aura

**Description:** Creates a field of high intensity electricity that feeds the storm with literally thousands of lighting bolts that dance crazily within an area of 10' high fixed, and the radius as above. All who are caught in the storm suffer the following effects:

- 1) Make Magic Resistance every 10 seconds or take 1d8 per 4 Aura points of the spell to 2d4 exposed areas (exposed means protected by less than 5 points of protection). Magic Resistance is at -20% if in normal metal armor.
- 2) Make Magic Resistance or be blinded for the duration of the storm.
- 3) Make an Agility save every 10 seconds. A failure indicates the being has lost his footing and has fallen to the ground.
- 4) Missile weapons fired within a Storm of Electricity always miss their target.
- 5) Missile weapons fired into the storm have an equal chance of striking any being within the area of effect.

**Notes:** This spell requires concentration during the duration. The storm will move with the caster at walking speed as long as it does not exceed its distance to focus.

## SUMMON WATER ELEMENTAL

**Type:** (Dim, Sum) **Distance to Focus:** 3' /Aura  
**Magic Name:** Hian Elissar **Save:** None  
**Memorization:** 60 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** Plane of Water  
**Area Affected:** 1 Elemental **Duration:** 1 Minute per Aura

**Description:** Allows the caster to summon a Water Elemental from any source of water, however slight. The water may be fresh or salt. If the water is magical or blessed, +2 Aura is applied to the spell. The elemental's vital statistics and abilities are as follows:

- x1.5 Endurance points per Aura placed in the spell rounding up in favor of the caster.
- 1/2 point of hide per Aura put into the spell (representing the tension on the surface of the water). Round up in favor of the caster.
- Attacks with water appendages take 7 seconds -1 second per 4 Aura used in the spell with a 3 second minimum speed.
- Damage is smashing 1d4 per 3 Aura used in the spell.
- Physical attributes are 1d4+1 per 4 Aura used in the spell. Mental attributes are 1d4+1 per 4 Aura used (5d4+5 maximum). Charm is 5d4 (Appearance and Social Class are not applicable). Mystical attributes are 3d4+8.
- Body consists of

Area	End	Type
Upper Wave	x2	Vital
Lower Wave	x2	Vital
Water Tendrils	x1	Limb (1 per 4 Aura)

*Note:* Wave 1' x 1' x 6" thick per full 10 Endurance.

- Magic Resistance is 30% +2% per Aura point put into the spell. Control Resistance is 20% +1% per Aura point put into the spell. The Water Elemental is immune to illusion, poison and disease.
- Cutting damage does 1/4, smashing does full, thrusting/piercing does none. Fire based attacks do 1/2, cold does none, electricity does 1/2 and acid does none.
- Special abilities/powers at caster's Aura Control:  
 Magic Voice (Constant), 2 Magic Eyes (Constant), 2 Magic Ears (Constant), Life Sense (Constant), Chill (At will), Fast Freeze (At will), Soak (At will), Finger of Cold (3x per day), Wall of Ice (2x per day), Storm of Cold (1x per day).

**Notes:** The elemental simply vanishes when it has taken lethal damage in the upper or lower wave. Appendages destroyed can be regenerated at 1 point per minute as long as the water elemental is within contact of a source of water.

## THUNDERCLAP

**Type:** (Nat, Alt) **Distance to Focus:** 3' /Aura  
**Magic Name:** Mi-Vantan **Save:** See below  
**Memorization:** 60 Minutes **Failure:** 10% per Aura  
**Casting Time:** 5 Seconds **Range:** Hearing  
**Area Affected:** 3' Rad./Aura **Duration:** Instantaneous

**Description:** Causes all creatures caught within the area affected to make a Magic Resistance or be struck deaf for 1 hour per Aura point of the Thunderclap. In addition, there is a 1% chance per Aura point of the spell that the deafness will be permanent. Beings outside the area will hear a loud noise but suffer no ill effects.

**Notes:** Those who have Enhanced Hearing via the spell suffer double the aforementioned effects.

## TRANSMUTE TO STONE

**Type:** (Nat, Alt) **Distance to Focus:** 2' /Aura  
**Magic Name:** Kia Lrim **Save:** Magic Resistance  
**Memorization:** 60 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being **Duration:** 1 Hour per Aura

**Description:** Causes one being to make a Magic Resistance or be transmuted to stone. All possessions (save magic) carried by beings who are turned to stone are likewise turned to stone. Chipping away at beings that are stone will cause irreparable damage, and this damage will remain when they are transformed back.

**Notes:** Beings turned to stone may be turned back to their true form by Dispel Magic or Transmute to Flesh.

## WALL OF ELECTRICITY

**Type:** (Eng, Cre) **Distance to Focus:** 3' /Aura  
**Magic Name:** Statar Fes **Save:** N/A  
**Memorization:** 60 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Wall /2 Aura **Duration:** 10 Min. per Aura

**Description:** Creates one field of electricity 10' x 10' x 6" per 2 Aura points used in the spell. Anyone touching the field must make a Magic Resistance or take 1d8 damage per 2 Aura to the area touched. If a being becomes immersed in the field, it will take the above listed damage to 2d4 random areas. The being affected is allowed a Magic Resistance. If he makes the roll by less than or equal to 1/2 the chance no damage is taken. If the resistance was made, but was greater than a 1/2 save, then half damage is taken. Failure indicates full damage. The wall can only be destroyed with a Dispel Magic.

**Notes:** If any being is within the one of the sections of the wall when the spell is cast, the section will fail. In addition, the spell must be cast onto a surface, not in the air.

## Aura Level 13

### ANIMATE BONE

**Type:** (Dth, Tra) **Distance to Focus:** 2' /Aura  
**Magic Name:** Mki-Benah **Save:** N/A  
**Memorization:** 65 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being **Duration:** 30 Sec. per Aura

**Description:** The spell creates a lesser undead skeletal form by infusing the bones of the dead with negative life force.

Remains	Aura Needed	Type of Undead
Bones of hand, leg, skull, etc.	8	Skeletal Part
Skeletal remains of animal	10	Animal Skeleton
Skeletal remains of Humanoid	12	Humanoid Skeleton
Skeletal remains of giant	14	Giant Skeleton

**Notes:** Lesser undead are mindless, and the caster must concentrate on them in order to make them do his bidding.

**Special Notes:** Undead created are not permanent, and must either have Extend or Permanency cast upon them to increase the duration.

### ANIMATE FLESH

**Type:** (Dth, Tra) **Distance to Focus:** 2' /Aura  
**Magic Name:** Mki-Wenah **Save:** N/A  
**Memorization:** 65 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being **Duration:** 30 Sec. per Aura

**Description:** The spell creates a lesser undead by infusing the dead body with negative life force. Some examples of types of undead are listed, based upon the type of remains that the caster has to work with:

Remains	Aura Needed	Type of Undead
Hand, leg, etc. of fresh corpse	8	Zombie part
Animal corpse	10	Animal Zombie
Humanoid corpse	12	Humanoid Zombie
Corpse of a giant	14	Giant Zombie

**Notes:** Lesser undead are mindless, and the caster must concentrate on them in order to make them do his bidding.

**Special Notes:** Undead created are not permanent, and must either have Extend or Permanency cast upon them to increase the duration.

### BRILLIANCE

**Type:** (Eng, Cre) **Distance to Focus:** 3' /Aura  
**Magic Name:** Velnopan **Save:** Magic Resistance  
**Memorization:** 65 Minutes **Failure:** 10% per Aura  
**Casting Time:** 5 Seconds **Range:** See below  
**Area Affected:** 3' Rad./Aura **Duration:** Instantaneous

**Description:** Creates a blinding light that will cause all creatures caught in the area affected to make a Magic Resistance or be struck blind for 1 hour per Aura point of the spell. In addition, there is a 1% chance per Aura point of the spell that the blindness will be permanent. All outside the area affected will see the light but suffer no ill effects.

**Notes:** Those who have Enhanced Sight or Night Vision suffer double the aforementioned effects.

### DISPEL PROTECTION

**Type:** (Meta) **Distance to Focus:** 1' /Aura  
**Magic Name:** Detay Letarn **Save:** See below  
**Memorization:** 65 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** See below **Duration:** Instantaneous

**Description:** This spell destroys one previous protection on a being or object. Any spell of type Warding ("War") can be affected. The chance for any protection spell to be dispelled is determined through a contest of magics, where the amount of Aura put into the protection spell is compared to the amount of Aura put into Dispel Protection. Each amount is multiplied by 5%, and percentage dice are rolled for each. The roll which succeeds by the most wins. If the Dispel Protection roll wins, the protection spell is dispelled, otherwise the Dispel Protection fails. Permanent spells have a -75% chance to be dispelled.

**Notes:** If a magic item is affected by this spell, the protection extended by the magic item will return at a rate of one Aura per day.

### INVULNERABILITY

**Type:** (War) **Distance to Focus:** Touch  
**Magic Name:** Pendor **Save:** N/A  
**Memorization:** 65 Minutes **Failure:** 10% per Aura  
**Casting Time:** 1 Minute **Range:** None  
**Area Affected:** 1 Being/Object **Duration:** 10 Min. per Aura

**Description:** By means of this spell the caster, or one object touched, becomes immune to physical attacks of any kind. All powers, spells or skills that require touch, be they hurtful or helpful, will have no effect upon the protected object/being. Blessed, +1 and +2 weapons will do 1/4 damage to the being or object protected. Weapons with +3 or +4 magic bonus will do 1/2 damage to the protected being/object. A +5 or greater weapon will do full damage as will any artifact. Even Disintegration will not affect the being or object thus protected. Of course, the caster may not use spells, powers or skills of her own that require touch.

## MERGE

**Type:** (Nat, Alt, Dim, Tra, Meta) **Distance to Focus:** 3' / Aura  
**Magic Name:** Jilalor **Save:** See below  
**Memorization:** 65 Minutes **Failure:** 10% per Aura  
**Casting Time:** 1 Hour **Range:** 2' per Aura  
**Area Affected:** See below **Duration:** 1 Month per Aura

**Description:** This spell allows the caster to make an object or being shrink down and disappear into a second (host) object or being. The object or being is actually sent to a newly created otherspace dimension. A living being that is merged has all possessions that are on it merged as well. The being is automatically given the spell Life Sensing at the caster's current Aura as a continuous ability. The merged being is also dimly aware of the passage of time. The caster can extract any object or being from the host object at will. One object or being may be extracted per second. Beings or living things trapped within the destroyed item or deceased being can make a Magic Resistance. If successful an object or being returns to its true size and shape. Otherwise, it is lost forever in the weird otherspace dimension with no hope of escape, save by a Wish or Miracle.

Merged Object/Being type	Example	Aura Cost
Normal Object	Sword	6
Magical Object	Mithreel sword	8
Animal	Dog	10
Humanoid	Goblin	12
Magical Animal	Pegasus	14
Magical Humanoid	Giant	16
Magical Creature	Will O' Wisp	18
Supernatural Being	Imp	20

**Notes:** Sapient beings cannot be merged against their will. Animals or magical beasts with no true sapience get a Magic Resistance to avoid the effects of this spell. If the host is transparent, tiny shadow forms can be seen swimming around inside the host (this is apparent only if the viewer makes an Illusion Resistance). No more than one object or being can be merged per cubic foot of the target. (An average human has about three cubic feet of space for merging purposes.)

**Special Notes:** A caster may target himself and then extract himself at will from the host. Any merged being can continue to use mental abilities. A living, merged being can pick up items merged into the host. Also, the being can see and interact with other merged beings (this includes combat, spell casting, etc.). He will simply be able to fly or float as per the spell True Flight and Float within the otherspace dimension. Artifacts cannot be merged by mortals.

## PHASE

**Type:** (Dim, Tra) **Distance to Focus:** Touch  
**Magic Name:** Kelay **Save:** Magic Resistance  
**Memorization:** 65 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** Phase Plane  
**Area Affected:** 1 Being/Object **Duration:** 10 Min. per Aura

**Description:** This spell causes the being, and all of his possessions being carried, to become insubstantial and then enter the phase plane. The being appears as a shimmering and transparent version of himself. All physical actions against the caster will have no effect whatsoever, but the reverse also holds true. Entering an Anti-Magic zone will cause the being to phase in.

**Notes:** Should the character drop an object, it will remain phased and can only be retrieved by another phased being. Alternately, the spell can simply be cast on an object causing it to phase out until retrieved

by another phased being. All mental powers held by the caster or enemies thereof will freely pass onto the phase plane so that mental combat is possible (see also Phase Weapon). If a living being is killed on the phase plane, its body will stay phased and may become a ghost trapped forever between dimensions. However, if the being is merely unconscious, it will return at the end of the duration of the spell.

## SIZE CHANGE

**Type:** (Nat, Alt) **Distance to Focus:** Touch  
**Magic Name:** Ki-Lanta **Save:** Magic Resistance  
**Memorization:** 65 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being/Object **Duration:** 10 Min. per Aura

**Description:** By means of this spell, the caster can cause one being or object, including herself, to increase or decrease in size. A Magic Resistance is required to resist the effects of this spell.

Aura	Increase	Decrease	Example
2	11/10	9/10	6' humanoid becomes 6'7" or 5'5"
4	12/10	8/10	6' humanoid becomes 7'2" or 4'10"
6	13/10	7/10	6' humanoid becomes 7'9" or 4'3"
8	14/10	6/10	6' humanoid becomes 8'4" or 3'8"
10	15/10	7/10	6' humanoid becomes 8'11" or 3'1"
12	16/10	4/10	6' humanoid becomes 9'6" or 2'6"
14	17/10	3/10	6' humanoid becomes 10'2" or 1'9"
16	18/10	2/10	6' humanoid becomes 10'10" or 1'2"
18	19/10	1/10	6' humanoid becomes 11'5" or 5"
20+	20/10	1/100	6' humanoid becomes 12' or 1/2"

**Notes:** Comparative Strength will be acquired by the increase or decrease in size that is set by the Game Master in that situation. Possessions and objects on the being do not change size. Armor worn will do the following damage based on the type before bursting if the being is increasing in size while wearing it:

Armor Type	Damage
Leather	1d6 to all areas protected
Scale/Ring	2d6 to all areas protected
Chain	3d6 to all areas protected
Plate	4d6 to all areas protected

## TELEPORT

**Type:** (Dim, Tra) **Distance to Focus:** Touch  
**Magic Name:** Yenform **Save:** Magic Resistance  
**Memorization:** 65 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** 20 Miles per Aura  
**Area Affected:** 1 Being **Duration:** Instantaneous

**Description:** This spell causes the being and up to 20 pounds of extra material per Aura point to be teleported from their current location to another location. The being must be touching all objects that are to be teleported. The total weight of all objects and items must be under the weight limit or the spell will automatically fail. While the spell has a failure chance like any other spell, there is a chance that the being (and any additional material) may rematerialize within another object. Roll on the table below to determine the chance of this occurring.

Situation	Base Chance
Area never seen but imagined	35%
Area viewed once	45%
Area viewed two or three times	55%
Area memorized	65%



Area visited often	75%
Area is within current sight	85%
Area is being viewed by magic	95%
Area is considered home	99%

**Notes:** Add 1% to the base chance per Intelligence and Wisdom point over 15. Any roll higher than the modifier base chance means the caster (and all teleported objects) have materialized within another object.

## TOUCH OF PAIN

<b>Type:</b> (Dth, Tra)	<b>Distance to Focus:</b> Touch
<b>Magic Name:</b> Zelfrel Reftay	<b>Save:</b> Magic Resistance
<b>Memorization:</b> 65 Minutes	<b>Failure:</b> 10% per Aura
<b>Casting Time:</b> 10 Seconds	<b>Range:</b> None
<b>Area Affected:</b> 1 living being	<b>Duration:</b> Instantaneous

**Description:** This spell causes the affected creature to make a Magic Resistance or take 1 damage per 4 Aura points in the spell to all body areas. If the resistance is made, only the area touched will suffer the damage. The spell causes a withering of the skin and muscle fibers and a burning fiery sensation.

## TRANSPORT

<b>Type:</b> (Nat, Dis, Dim, Tra)	<b>Distance to Focus:</b> Touch
<b>Magic Name:</b> Romar	<b>Save:</b> N/A
<b>Memorization:</b> 65 Minutes	<b>Failure:</b> 10% per Aura
<b>Casting Time:</b> 1 Minute	<b>Range:</b> Unlimited
<b>Area Affected:</b> See below	<b>Duration:</b> 1 Hour per Aura

**Description:** This spell allows the caster to magically carry 100 pounds of material per Aura point, in any form or shape, be it magical or non-magical. The items will follow 1' behind the caster in a tight bundle. The objects transported will automatically follow the caster, even if he leaves the plane or teleports.

**Notes:** Alternately, if cast at 20 Aura, this spell may be used to create two special 10' x 10' x 10' areas. A command word is given at that time and upon uttering the command words at one location all goods and beings will be transported to the other specially prepared area. The reverse holds true as well.

## WEAKNESS

<b>Type:</b> (Nat, Alt)	<b>Distance to Focus:</b> 2' / Aura
<b>Magic Name:</b> Milfab	<b>Save:</b> Magic Resistance
<b>Memorization:</b> 65 Minutes	<b>Failure:</b> 10% per Aura
<b>Casting Time:</b> 10 Seconds	<b>Range:</b> None
<b>Area Affected:</b> 1 Being	<b>Duration:</b> Instantaneous

**Description:** The spell causes one being to become physically weakened and slow. The focus of the spell loses one point from each physical attribute per 8 Aura put into the spell. Alternately, one physical attribute of the caster's choice can be reduced per 6 Aura. Attributes return at a rate of one point per hour.

**Notes:** The effects of this spell are cumulative with multiple castings. Death occurs when any physical attribute has been reduced below 0. Beings that die due to loss of Strength have a 25% chance of returning as a shadow in 1d4 weeks time.

## Aura Level 14



## CHANGE SELF

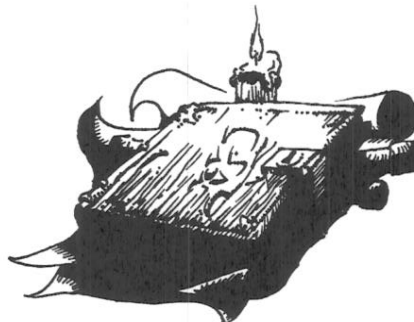
<b>Type:</b> (Nat, Alt)	<b>Distance to Focus:</b> Self
<b>Magic Name:</b> Ki-Plintam	<b>Save:</b> N/A
<b>Memorization:</b> 70 Minutes	<b>Failure:</b> 10% per Aura
<b>Casting Time:</b> 10 Seconds	<b>Range:</b> None
<b>Area Affected:</b> Caster	<b>Duration:</b> 1 Hour per Aura

**Description:** The spell allows the caster to change his form into a specific creature type. The new form gives the caster the physical attributes of the creature, but not the magical ones. See below for the limit of the transformation:

Aura Cost	Endurance	Range	Example
2	1	-5	Rat, Hawk
4	6	-10	Dog, Pixie
6	11	-20	Pony, Man
8	21	-35	Horse, Grah
10	36	-50	Tiger, Ogre
12	51	-75	Ox, Small Giant
14	76	-100	Rhino, Giant
16	101	-150	Elephant, Large Giant
18	151	-200	Small Dragon
20	201	-400	Dragon

**Notes:** The caster's mind may be affected should the caster choose to stay in the same form for more than 1 day. An Intelligence save needs to be made each day to use the same form. If the caster fails the Intelligence save, then the caster loses or gains 1 Intelligence, Wisdom, Charm, or Knowledge point to become more like the creature whose form he is using. Should this transformation ever become complete, the caster will lose all Knowledge of his previous life. At this point, the caster is no longer a character and should be handed over to the Game Master. Only a Wish spell will return the caster to normal after the transformation. The skills Body Control and Exorcism will free the mind of the invading thoughts, but the skill must be used after each failure of the Intelligence save by the caster. A Mind Set spell cast on the conjurer will stop the mental transformation from ever taking place.

**Special Notes:** Damage done is proportional and when the affected being is returned to her true form, the damage is reduced or increased in proportion to the difference in endurance between his true form and the changed form. For example if the being was changed into a rat and took 2 points of damage in the head and had 3 endurance as a rat, and 30 in true shape, he would have the 2 point rat wound become a 20 point wound.



## COMMAND WORD

**Type:** (Min, Con) **Distance to Focus:** 2' / Aura  
**Magic Name:** Rarp Raypa **Save:** Control Resistance  
**Memorization:** 70 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 being **Duration:** See below

**Description:** This spell allows the caster to speak a word of power that effects a single being. The effects of each command word spell are listed below:

### Sleep

**Duration:** Until Woken **Aura Required:** 7  
**Effect:** Sleep.  
**Notes:** No effect on 15+ WIL

### Fear

**Duration:** 4d10 Minutes **Aura Required:** 9  
**Effect:** Flee caster.  
**Notes:** No effect on 17+ WIL

### Truth

**Duration:** 1d10 Minutes **Aura Required:** 11  
**Effect:** Answers all questions truthfully.  
**Notes:** No effect on 17+ WIL

### Surrender

**Duration:** 3d10 Minutes **Aura Required:** 13  
**Effect:** Drops weapons and gives up.  
**Notes:** No effect on 17+ WIL

### Kill

**Duration:** 4d4 Minutes **Aura Required:** 15  
**Effect:** Must kill one being chosen by the caster.  
**Notes:** No effect on 17+ WIL

### Pain

**Duration:** Until healed **Aura Required:** 17  
**Effect:** Invisible pain in head area doing 4d6 damage.  
**Notes:** No effect on 16+ WIL

### Death

**Duration:** Instantaneous **Aura Required:** 19  
**Effect:** Causes heart attack (see Combat for heart attack effects).  
**Notes:** No effect on 16+ WIL

**Notes:** Beings using Body Control or Thought Projection, or affected by Mind Set or Mind Change, are immune to this spell. Each command word is a separate spell, and simply because the caster has one command word does not mean that she has them all. If the victim qualifies for a Control Resistance and the roll is made, there is no effect.

## CONTROL AURA ELEMENTAL

**Type:** (Min, Con) **Distance to Focus:** 3' / Aura  
**Magic Name:** Rarp Airasar **Save:** Control Resistance  
**Memorization:** 70 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Elemental **Duration:** 1 Minute per Aura

**Description:** Provides the caster complete mental control of one elemental from the aura plane itself, if it fails its Control Resistance. If another caster, who used this spell at a higher Aura already controls the Aura Elemental, then the new control spell fails automatically. If the amount of Aura for both spells are equivalent or the second is higher, then the spell works for the new caster and the previous caster loses control of the Aura Elemental.

**Notes:** Unlike other forms of control, this spell is absolute. The elemental is controlled completely and may even be sent to its death.

## DISCOURAGE

**Type:** (Lif, Alt) **Distance to Focus:** 2' / Aura  
**Magic Name:** J'ani **Save:** Magic Resistance  
**Memorization:** 70 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 being **Duration:** Instantaneous

**Description:** Allows the spellcaster to temporarily reduce mystical attributes of the focus. For every 9 Aura put into the spell, all mystical attributes are reduced temporarily by one point. If the caster designates a single attribute (Aura, Piety or Will Force) to be drained, that attribute is reduced 1 point per 7 Aura put into this spell.

**Notes:** The effects of this spell are cumulative with multiple castings. The spell has no effect on undead.

## ELEMENTAL AIR FORM

**Type:** (Nat, Alt) **Distance to Focus:** Self  
**Magic Name:** Ki-Wynsar **Save:** N/A  
**Memorization:** 70 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** Caster **Duration:** 1 Minute per Aura

**Description:** Causes the caster's body to be transformed into the form of an Air Elemental. All normal items carried or stored on the caster temporarily disappear along with the caster's original body. All magical items and goods simply drop to the ground. The caster now has the following statistics.

- 2 Endurance points per Aura used in the spell.
- 1 point of hide per Aura put into the spell (representing the speed of the whirlwind's surface).
- Attacks with air appendages take 7 seconds -1 second per 4 Aura used in the spell with a 3 second minimum speed.
- Damage is 1d4+1 smashing per 3 Aura used in the spell.
- Physical attributes are 1d4+1 per 4 Aura used in the spell (5d4+5 maximum); +2 is applied to Agility. All others are the caster's normal attributes.

Body consists of:

Area	End	Type
Head	x1	Vital
Torso	x2	Vital
Air Tendrils	x1	Limb (1 per 4 Aura)
Whirlwind	x3	Vital

**Note:** Whirlwind starts at 6" diameter circle and expands upward 1' and 3" out per 2 Aura used in the spell.

- Magic Resistance and Control Resistance remain the same as the caster's but the caster is now immune to illusion, poison and disease.
- Cutting weapons do 1/4, smashing does 1/2, thrusting/piercing do none. Fire based attacks do 1/2, cold does 1/2, electricity does none and acid does none.
- Special abilities/powers at caster's Aura Control:  
 Magic Voice (Constant), 2 Magic Eyes (Constant), 2 Magic Ears (Constant), Life Sense (Constant), Fly (At will), Float (At will), Transport (At will), Finger of Electricity (3x per day), Wall of Electricity (2x per day), Storm of Electricity (1x per day)

**Notes:** Damage taken in this form is applied to the caster when he reverts back to his normal form. If the caster dies while in this form, he reverts back to original form and remains dead. A successful Dispel Magic returns the caster to normal form. It takes 2-7 (1d6+1) seconds to change into or out of elemental form unless forced to change by Dispel Magic.

## FINGER OF ACID

**Type:** (Eng, Cre, Dis) **Distance to Focus:** Emanates  
**Magic Name:** Flanta Elanch **Save:** Magic Resistance  
**Memorization:** 70 Minutes **Failure:** 10% per Aura  
**Casting Time:** 5 Seconds **Range:** 5' per Aura  
**Area Affected:** Area struck **Duration:** Instantaneous

**Description:** Causes a jet of acid to shoot from the caster's finger and strike a target if an Intelligence save is successful. The Finger of Acid does 1d10 damage per 2 Aura points used in the spell. The being affected is allowed a Magic Resistance. If he makes the roll by less than or equal to 1/2 the chance, no damage is taken. If the resistance was made, but was greater than 1/2 the save, then half damage is taken. Failure indicates full damage. The jet of acid destroys armor before it affects flesh. One point of armor damage is done per damage point rolled. For example, a finger of acid at 14 Aura is cast, 7d10 are rolled with the result of 42 points in acid damage. The target is struck in the head and is wearing chainmail providing 35 points of protection to the head; 35 points of acid damage is absorbed by the armor before it is destroyed. The remaining 7 points apply directly to the victim's head Endurance. Magical armor will absorb the Finger of Acid if a Magic Resistance is made for the armor.

## FORCE ARMOR

**Type:** (Nat, Cre, Dis) **Distance to Focus:** Self  
**Magic Name:** Porler Karm **Save:** N/A  
**Memorization:** 70 Minutes **Failure:** 10% per Aura  
**Casting Time:** 1 Minute **Range:** None  
**Area Affected:** Caster's body **Duration:** 1 Hour per Aura

**Description:** This spell creates a magical field of hardened Aura totally surrounding the caster. The field is invisible and can not be felt by the caster, allowing him to move objects around within the field without penalty. Should anyone else attempt to touch the caster it will prove an impossible task. Force Armor will act as armor, stopping one point of any type of damage per attack per Aura point used in the casting of the spell. All attacks that exceed the Force Armor value are considered to have touched the caster for purposes of determining touch powers, spells or for the effects of poison. The remainder of non-magical damage that penetrates the force armor is applied as smashing damage.

**Special Notes:** This spell applies force in only one direction from the caster, allowing energy and matter to pass outward through the field without penalty.

## FROST FIRE

**Type:** (Eng, Cre, Dis) **Distance to Focus:** Emanates  
**Magic Name:** Carmor Nama **Save:** Magic Resistance  
**Memorization:** 70 Minutes **Failure:** 10% per Aura  
**Casting Time:** 5 Seconds **Range:** 3' per Aura  
**Area Affected:** Area struck **Duration:** Instantaneous

**Description:** Creates a blast of magical cold and then magical fire that alternately freezes and sears the target area if the caster makes a successful Intelligence save. Targets are allowed two Magic Resistances to avoid the effects of this spell, the first for the frost, and the second for the fire. If either roll is made by less than or equal to 1/2 the chance, no damage is taken. If the resistance was made, but was greater than 1/2 the save, then half damage is taken. Failure indicates

full damage. A roll is made for the cold first, and if the target takes damage from the cold, a roll is then made for the fire. If the target takes damage from the cold and then also takes damage from the fire, the fire damage will be doubled from the extreme temperature change. The damages are 1d4+1 per 2 Aura for the cold and 1d6+1 per 2 Aura for the fire.

**Notes:** Magical items are allowed a single Magic Resistance to avoid both the effects of this spell.

## LIFE SENSING

**Type:** (Sen) **Distance to Focus:** Touch  
**Magic Name:** Invis Midralla **Save:** N/A  
**Memorization:** 70 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** 3' per Aura  
**Area Affected:** 1 Being **Duration:** 10 Min. per Aura

**Description:** Gives the caster the ability to close her eyes, or other visual sense, and sense life forces within 3' per Aura point of the spell. The stronger the Will Force, the stronger the life force the individual will feel.

## MIND LINK

**Type:** (Min, Tra) **Distance to Focus:** Self  
**Magic Name:** Skrun Kenth **Save:** N/A  
**Memorization:** 70 Minutes **Failure:** 10% per Aura  
**Casting Time:** 1 Minute **Range:** 1 Mile per Aura  
**Area Affected:** 1 Being/4 Aura **Duration:** 1 Hour per Aura

**Description:** Allows the caster to mentally link with known, willing beings who are in range. The mental link is the equivalent of telepathy, allowing for sharing of surface thoughts and emotions, as well as perceptions. Those who leave the range break their link with the caster and cannot be rejoined except by a further casting. The caster can not use Mind Link to mentally attack a being or to combine Will Force during a mental attack. Any form of mental attack, either by the caster or an outside party, breaks the Mind Link.

**Notes:** A group of mind linked beings could connect to a second group of mind linked beings, as long as the number of beings limited by the area affected was not at its maximum. In this manner, a network of mind linked beings could be created. If at any time the total number of beings connected in such a chain exceeds the Will Force of any individual within the mind link, that being must make a Will Force save at -5% per extra being, or the link is broken and the unfortunate victim must roll for an insanity or have one chosen by the Game Master (see the Master's Manual for the types of insanity).

## MIND SWAP

**Type:** (Min, Con, Tra) **Distance to Focus:** Self  
**Magic Name:** Ki-Skrun **Save:** 1/2 Control Resistance  
**Memorization:** 70 Minutes **Failure:** 10% per Aura  
**Casting Time:** 1 Minute **Range:** Sight  
**Area Affected:** 1 Other mind **Duration:** 1 Week per Aura

**Description:** Causes the caster to swap minds with a being, animal or sapient plant. Also, sapient objects (such as certain magic items) can be targeted. The entire personas will simply switch places and the two beings will spend the next 1d10 minutes getting adjusted to the new body. If an affected being has a 17 or higher Intelligence, then there is no adjustment period for that being. This spell will not show visible



signs of difference unless the two creatures are totally alien to each other (such as a gerbil and a treewalker).

**Notes:** The skill Exorcism will reverse the effects, otherwise only a similar spell or Dispel Magic will change the two back (before the duration's limit).

## PERSUASION

**Type:** (Lif, Con) **Distance to Focus:** 1' / Aura  
**Magic Name:** Skrun Forlen **Save:** Special  
**Memorization:** 70 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Minutes **Range:** None  
**Area Affected:** 1 Being **Duration:** See below

**Description:** This complex and powerful spell allows the caster to warp the very spirit of one creature to his own will. No save is allowed to resist the control. However, every time the caster attempts to get the controlled being to do his bidding, the affected being rolls according to the table below to break free of the spell. If the spell is ever broken, the victim will never be affected by the spell Persuasion again (from that caster). The spell requires 1 Aura point per Will Force point of the being affected. The spell must be recast periodically or it will also fail and render the victim immune to further castings. The caster must be able to speak the language of the creature under persuasion. The caster casts the spell by speaking at length with the affected being, and twisting the victim's own words against them. Saves are made as follows, based on the Will Force of the controlled being:

Will Force	Duration	1 <sup>st</sup> Casting	2 <sup>nd</sup> - 5 <sup>th</sup> Casting	6 <sup>th</sup> - 10 <sup>th</sup> Casting	11 <sup>th</sup> + Casting
		Ns Rs Ds	Ns Rs Ds	Ns Rs Ds	Ns Rs Ds
0	Perm.	0% 0% 0%	0% 0% 0%	0% 0% 0%	0% 0% 0%
1-3	1 Yr	0% 0% 5%	0% 0% 0%	0% 0% 0%	0% 0% 0%
4-6	6 Mos	0% 0% 10%	0% 0% 5%	0% 0% 0%	0% 0% 0%
7-9	3 Mos	0% 5% 15%	0% 0% 10%	0% 0% 0%	0% 0% 0%
10-12	2 Mos	0% 10% 20%	0% 5% 15%	0% 0% 5%	0% 0% 0%
13-14	1 Mo	5% 15% 25%	0% 10% 20%	0% 5% 10%	0% 0% 5%
15-16	2 Wks	10% 20% 30%	5% 15% 25%	0% 10% 15%	0% 5% 10%
17	1 Wk	15% 25% 35%	10% 20% 30%	5% 15% 20%	0% 10% 15%
18	4 days	20% 30% 40%	15% 25% 35%	10% 20% 25%	5% 15% 20%
19	2 days	25% 35% 45%	20% 30% 40%	15% 25% 30%	10% 20% 25%
20	1 day	30% 40% 50%	25% 35% 45%	20% 30% 35%	15% 25% 30%

**Ns:** No risk situation. The chance for the persuaded being to become free of the spell if the caster persuades the being to an action which has no real risk.

**Rs:** Risky situation. The chance for the persuaded being to become free of the spell if the caster persuades the being to an action that risks harm.

**Ds:** Death likely situation. The chance for the persuaded creature to escape the spell if the spell causes a threat to the being's life.

For every casting after the eleventh, the affected being will lose 1 Will Force point, only to be returned if the being breaks the spell. If the affected being's Will Force ever reaches 0, then the caster is in complete control of the victim.

**Notes:** The caster must stay in contact with the affected being, or the being will get 1% cumulative chance of breaking the spell per day the caster spends away from the affected being. If the caster is with the being 2 days, leaves 2, comes back and leaves again, the chance of breaking the spell will then be 3% +1% per additional day for that casting of Persuasion. This effect starts over at each casting of the spell. Unlike other mind control spells, this has no obvious effect on the victim's mind. The spell works against the spirit of the being, so it is not stopped by Mind Change, Mind Set, or Fortitude. This powerful spell is a favorite for using against nobility to get them to do the caster's bidding and yet remain unnoticed, even by Thought Projection. The skill Exorcism will eliminate the effects of this spell.

## SUMMON AIR ELEMENTAL

**Type:** (Dim, Sum) **Distance to Focus:** 3' / Aura  
**Magic Name:** Ki-Wynsar **Save:** None  
**Memorization:** 70 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** Plane of Air  
**Area Affected:** 1 Elemental **Duration:** 1 Minute per Aura

**Description:** Allows the caster to summon an Air Elemental from out of thin air. The elemental's vital statistics and abilities are as follows:

- 2 Endurance points per Aura placed in the spell.
- 1 point of hide per Aura put into the spell (representing the speed of the whirlwind's surface).
- Attacks with air appendages take 7 seconds -1 second per 4 Aura used in the spell with a 3 second minimum speed.
- Damage is 1d4+1 smashing per 3 Aura used in the spell.
- Physical attributes are 1d4+1 per 4 Aura used in the spell (5d4+5 maximum). +2 is applied to Agility. Mental attributes are 1d4 per 4 Aura, +1 to Intelligence with 5d4 maximum. Charm is 5d4 (Social Class and Appearance not applicable). Mystical attributes are 3d4+8.

Body consists of

Area	End	Type
Head	x1	Vital
Torso	x2	Vital
Air Tendrils	x1	Limb (1 per 4 Aura)
Whirlwind	x3	Vital

**Note:** Whirlwind starts at 6" diameter circle and expands upward 1' and 3" out per 2 Aura used in the spell.

- Magic Resistance is 40% +2% per Aura point put into the spell. Control Resistance is 30% +1% per Aura point put into the spell. The air elemental is immune to illusion, poison and disease.
- Cutting weapons do 1/4, smashing does 1/2, thrusting/piercing do none. Fire based attacks do 1/2, cold does 1/2, electricity does none and acid does none.
- Special abilities/powers at caster's Aura Control:  
 Magic Voice (Constant), 2 Magic Eyes (Constant), 2 Magic Ears (Constant), Life Sense (Constant), Fly (At will), Float (At will), Transport (At will), Finger of Electricity (3x per day), Wall of Electricity (2x per day), Storm of Electricity (1x per day)

**Notes:** The elemental simply vanishes when it has taken lethal damage in head, torso or whirlwind. Tendrils destroyed can be regenerated at 1 point per minute as long as the air elemental is within contact of a source of air.

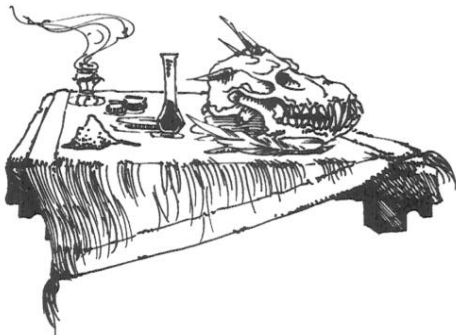
## TRANSMUTE TO WOOD

**Type:** (Nat, Alt) **Distance to Focus:** 2' / Aura  
**Magic Name:** Kia Dran **Save:** Magic Resistance  
**Memorization:** 70 Minutes **Failure:** 10% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being/Object **Duration:** 1 Hour per Aura

**Description:** Causes 1 being or object to make a Magic Resistance or be transmuted to wood. All possessions (save magical items) carried by beings who are turned to wood are likewise turned to wood. Carving away at objects or beings that are wood will cause irreparable damage.

**Notes:** Beings and objects turned to wood may be turned back by a Dispel Magic. Beings may only be returned by a Transmute to Flesh spell.

## Aura Level 15



### CHANGE OTHER

**Type:** (Nat, Alt) **Distance to Focus:** 2' / Aura  
**Magic Name:** Ki-Empar **Save:** Magic Resistance  
**Memorization:** 75 Minutes **Failure:** 15% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being **Duration:** 1 Hour per Aura

**Description:** Allows the caster to change one living thing into another form. The creature is allowed a Magic Resistance to avoid the effects of this spell. The target will gain all natural abilities of its new form but none of the magical ones. The being retains Intelligence, Wisdom, Knowledge, Charm, Aura, Piety and Will Force and gets the remaining attributes from its new form. Using the table below, it takes 4 Aura per change in Endurance range from the being's starting form.

Endurance Range	Example
0.1-0.9	Ant, Insect, Worm, Slug
1-5	Rat, Hawk
6-10	Dog, Pixie
11-20	Average Human, Pony
21-35	Grahl, Horse
36-50	Ogre, Tiger
51-75	Small Giant, Ox
76-100	Giant, Rhino
101-150	Large Giant, Elephant
151-200	Small Dragon
201-400	Dragon
401-600	Large Dragon

**Example:** An average human has 14 End. It will take 16 Aura to turn that human into an insect or 16 Aura to be increased into a rhino. Both are four moves up or down the chart (4 x 4 = 16).

**Notes:** If the being is caught in the new form for more than one day, a save for each attribute must be made. If the save fails, the caster must gain or lose one Intelligence, Wisdom, Knowledge, Charm, Aura, Piety or Will Force to become more like the new form. If the original being was human and was then changed into a rat, every day the human would have to save or lose one of the above listed attributes, until he matched a rat's attributes. A Dispel Magic or another Change Other will return the caster to his original form.

**Special Notes:** Damage done is proportional and when the affected being is returned to his true form, the damage is reduced or increased in proportion to the difference in Endurance between his true form and the changed form.

### CONSTRUCT

**Type:** (Nat, Dis, Min, Tra, Meta) **Distance to Focus:** 1' / Aura  
**Magic Name:** Kilar **Save:** N/A  
**Memorization:** 75 Minutes **Failure:** 15% per Aura  
**Casting Time:** See below **Range:** Sight  
**Area Affected:** See below **Duration:** Instantaneous

**Description:** Allows the caster to create a castle, tower, building or other structure. In constructing each part of the total layout, a power cost is calculated (see below). The caster receives one thousand power points per Aura point to build this structure. All materials must be within sight of the caster, and the caster must have spent at least 6 hours memorizing all plans for the structure. The caster casts the spell and all materials come together and form the total structure. The time to build (casting time) is 1 hour per 1,000 power points used in this spell.

Item or Equiv.	Description	Cost in power points
Wall	10'x10'x10'	10
Wall	10'x10'x5'	5
Wall	10'x10'x1'	2
Wall	10'x10'x6"	1
Door, Metal Dbl.	12'x6'x3"	10
Door, Metal	8'x3'x3"	5
Door, Wood Dbl.	12'x6'x3"	6
Door, Wood	8'x3'x3"	3
Gate, Iron	Per 10'x10'x1'	10
Gate, Wood	Per 10'x10'x1'	5
Portcullis	Per 10'x10'	10
Draw Bridge	Per 10'x10'x1'	12
Battlement	Per 10'x10'x2'	5
Arrow Slit, Shuttered	2'x6"	4
Arrow Slit	2'x6"	2
Window	Per 2'x2'	1
Window, Barred	Per 2'x2'x6"	2
Stairs, Normal	Per 10' up (5' wide)	5
Stairs, Spiral	Per 10' up (5' radius)	10
Stairs, Large	Per 10' up (10' wide)	20
Secret Door, Small	5'x3'	20
Secret Door, Large	8'x4'	20
Trap	Falling block	25
Trap	Pit, concealed small	15
Trap	Pit, concealed large	25
Trap	Spikes, per 10'x10'	10
Trap	Projectiles, per 10'	20
Trap	Blade, per blade	5
Trap	Collapsing wall	50
Trap	Shifting wall	40
Trap	Cage	20
Trap	Hidden chute	15
Trap	Portcullis	10
Trap	Alarm, bell, etc.	5
Boat, Wooden	Per 100 lb. weight	20
Wall, Circular	Per 10'	20
Wall, Angular	Per 10'	10
Miscellaneous	Torch holder, etc.	1
Excavation	Per 10'x10'x10'	10 (double for solid stone)
Excavation	Per 5'x5'x10'	5 (double for solid stone)
Palisade, Rampart	Per 5'x5'x10'	5
Device, Catapult		50
Device, Ballista, small		40
Device, Ballista, large		50
Device, Wagon, Chariot		20
Floor, Metal	Per 10'x10'x6"	15
Floor, Stone	Per 10'x10'x2'	10
Floor, Wooden	Per 10'x10'x1'	5
Roof, Stone	Per 10'x10'	10
Roof, Tile	Per 10'x10'	20

**Notes:** The structure created by this spell is adhered together using materials (such as nails and mortar), so Dispel Magic will have no effect.

## DISPEL MAGIC

**Type:** (Meta) **Distance to Focus:** 2' / Aura  
**Magic Name:** Detay Ravna **Save:** See below  
**Memorization:** 75 Minutes **Failure:** 15% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Spell or Item **Duration:** Instantaneous

**Description:** Allows the caster an attempt to dispel one previous spell in effect or all the magic powers and abilities of one magic item. The chance for any one spell to be dispelled is determined through a contest of magics, where the amount of Aura put into the focus spell is compared to the amount of Aura put into Dispel Magic. Each amount is multiplied by 5%, and percentage dice are rolled for each. The roll which succeeds by the most wins. If the Dispel Magic roll wins, the focus spell is dispelled, otherwise the Dispel Magic fails. Permanent spells have a -75% chance to be dispelled.

**Note:** When dispelling magic items, the contest is versus the Base Aura Level of the item. Powers are not permanently dispelled, as Dispel Magic merely resets the Base Aura Level to zero. Powers in magic items will return at a rate of one Aura point per day. Note that with some magic items (such as many wands) the Base Aura Level is already zero so the dispel literally has no effect (see Magic items at the beginning of this section). Spells with an instantaneous duration cannot be dispelled.

## ENHANCE PERSONAL

**Type:** (Dim, Alt) **Distance to Focus:** Self  
**Magic Name:** Femfla Ibleck **Save:** N/A  
**Memorization:** 75 Minutes **Failure:** 15% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** Caster **Duration:** 10 Min. per Aura

**Description:** Allows the caster to temporarily boost personal attributes. For every 5 Aura put into the spell, all personal attributes are increased by one point (excluding Social Class). If the caster designates a single attribute to be increased (Charm or Appearance), then that attribute is increased 1 point per 4 Aura put into the spell. This spell cannot be combined with further castings, nor will it affect the caster if he is using a magic item that increases any attribute caster is attempting to raise.

## GEAS

**Type:** (Min, Dim, Con, Tra, Meta) **Distance to Focus:**  
**Magic Name:** Gria Hian **Save:** Control Resistance  
**Memorization:** 75 Minutes **Failure:** 15% per Aura  
**Casting Time:** 10 Minutes **Range:** Same Plane  
**Area Affected:** 1 Being/3 Aura **Duration:** 1 Day per Aura

**Description:** This spell causes one being to desire to complete a task for the spellcaster. It may be cast on anyone whose true name is known and who resides on the same plane of existence. The caster forms a task in his or her mind and then geases up to 1 individual per 3 Aura to complete the task. The geased individual must be within the same alignment band (good, evil or neutral) as the caster. The geased individual gets a Control Resistance to avoid the Geas, if he wishes. The task must be within the alignment of the geased being or there is no effect. The geased being gets a new Control Resistance each time he is in danger during the completion of the task.

**Notes:** The caster may have only one Geas spell in effect at a time. Information about the task is given as part of the Geas. For example,

the location of an item to retrieve and the place to take the item. Beings of 10th or higher Title, those with Mind Set, Telepathy, Improved Telepathy or the skill Thought Projection are immune to these effects.

## INFLECT INSANITY

**Type:** (Min, Con) **Distance to Focus:** 3' / Aura  
**Magic Name:** Skrun Dar **Save:** Control Resistance  
**Memorization:** 75 Minutes **Failure:** 15% per Aura  
**Casting Time:** 10 Minutes **Range:** None  
**Area Affected:** 1 Being/2 Aura **Duration:** 1 Hour per Aura

**Description:** Allows the caster to cause up to one individual per 2 Aura to make a Control Resistance or be inflicted with a random insanity for the duration of the spell. At 15 or higher Aura the spell can be directed at a single individual and an insanity of the caster's choice can be inflicted upon the victim, if she fails a Control Resistance.

**Notes:** Beings with Thought Projection, Mind Set or Mind Change are immune to the effects of this spell. Types of insanity are provided in the Master's Manual.

## LUCK

**Type:** (Meta) **Distance to Focus:** Touch  
**Magic Name:** Chandra **Save:** Magic Resistance  
**Memorization:** 75 Minutes **Failure:** 15% per Aura  
**Casting Time:** 10 Minutes **Range:** None  
**Area Affected:** 1 Being **Duration:** 24 Hours

**Description:** This spell grants the caster or affected being extra luck. In game mechanics this grants 1 luck point per 2 Aura used in the spell. Each luck point can be used to determine rolled effects for or against the affected being by +/- 1 or +/- 5%, whichever is applicable and most favorable. No more than half of a being's current luck points can be used in any one roll.

**Notes:** A caster may cast this spell no more than once per day, per individual. No person may be affected by more than one Luck spell per day regardless of the origin. Unused luck points are lost 24 hours after the casting.

## MIND TRAP

**Type:** (Min, Con, Tra) **Distance to Focus:** Touch  
**Magic Name:** Skrun Etar **Save:** Control Resistance  
**Memorization:** 75 Minutes **Failure:** 15% per Aura  
**Casting Time:** 1 Day **Range:** Sight  
**Area Affected:** 1 Being's mind **Duration:** 1 Month per Aura

**Description:** This spell requires a container before the casting of this spell. The container can be a reflective surface, bottle, box or even a flawless gem. Once this spell is cast, the victim must make a Control Resistance or her entire mind and consciousness will be trapped in the container. The being's body will remain in a state of stasis, and must be fed or it will die. The being can only be released if the container is opened, or broken in the case of a gem or a mirror. If the being is trapped in a gem, mirror, or reflective object, a 1/2 Intelligence save will show the being trapped inside. More than one being can be inside the object, but in no case can there be more beings than the caster has Will Force. The being can sense life within 5' of the object and can also be contacted by Telepathy.

**Notes:** The spell Mind Set or Mind Change will make the being immune, as will the use of the skill Body Control.



## RAISE UNDEAD SPIRIT

**Type:** (Dth, Tra) **Distance to Focus:** 2' / Aura  
**Magic Name:** Gki-Yenah **Save:** N/A  
**Memorization:** 75 Minutes **Failure:** 15% per Aura  
**Casting Time:** 1 Minute **Range:** None  
**Area Affected:** See below **Duration:** 1 Hour per Aura

**Description:** The spell creates a lesser undead spirit, by infusing the dead spirit with negative life force. Examples of lesser undead spirits are listed below, based upon the location where the spell is cast:

Location	Aura Needed	Type of Undead
Area associated w/traumatic death	16	Poltergeist
Area where evil being died	16	Shade

**Notes:** The caster has no control over the undead, and they will only cooperate him if they feel they can gain something.

**Special Notes:** Undead created are not permanent, and must either have Extend or Permanency cast upon them to increase the duration.



## STASIS

**Type:** (Dim, Alt) **Distance to Focus:** Touch  
**Magic Name:** Messonada Fretay **Save:** Magic Resistance  
**Memorization:** 75 Minutes **Failure:** 15% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being/Object **Duration:** 1 Day per Aura

**Description:** Causes one being or object to make a Magic Resistance or be held in near null time. An object or being in Stasis is incapable of action (physical or mental), but by the same token, is unable to be hurt or moved physically or mentally. If the caster targets a flying bird, the bird will be held in mid-air, immobile and unaware of events around it. This spell can only be removed by the caster or Dispel Magic. Time for the target is slowed to one second of action per year.

## STORM OF SPEARS

**Type:** (Eng, Cre, Dis) **Distance to Focus:** Emanates  
**Magic Name:** Thark Mengalla **Save:** None  
**Memorization:** 75 Minutes **Failure:** 15% per Aura  
**Casting Time:** 10 Seconds **Range:** 5' per Aura  
**Area Affected:** Area struck **Duration:** Instantaneous

**Description:** Creates a spear shaped concentration of Aura that shoots from the caster's hands. One spear is created for every 2 Aura points used in the spell, with a new spear appearing 2 seconds after the previous one. Each spear does 1d8+1 points of damage and requires a roll to hit vs. the caster's attack skill. The spears will pass through normal armor unaffected, but are stopped by magical armor if the armor makes a Magic Resistance.

**Notes:** The skill Dodge may be used against the spears. A separate Dodge roll is required for each spear. The caster must concentrate until all the spears have been thrown.

## SUMMON

**Type:** (Dim, Sum) **Distance to Focus:** 1' / Aura  
**Magic Name:** Rogul **Save:** Magic Resistance  
**Memorization:** 75 Minutes **Failure:** 15% per Aura  
**Casting Time:** 30 Minutes **Range:** Unlimited  
**Area Affected:** 1 Being/Object **Duration:** See below

**Description:** Causes one being or object to come from anywhere if their true or given name, in its entirety, is spoken aloud by the caster. The summoned being will appear within 1' per Aura of the caster. Summoned beings are free to do as they please, but they must listen to the caster for at least one minute. The being will stay for one day per Aura point, unless it has been brought to its native plane, in which case it will stay permanently. A Circle of Power can keep summoned creatures at bay (see Circles of Power at the beginning of this section).

**Notes:** A Dispel Magic cast on a summoned being will return the being if it was summoned from another plane. This spell will not work on beings with 19 or greater in personal attributes.

## TIME SIGHT

**Type:** (Dim, Tra) **Distance to Focus:** Self  
**Magic Name:** Invis Messonada **Save:** N/A  
**Memorization:** 75 Minutes **Failure:** 15% per Aura  
**Casting Time:** 10 Seconds **Range:** See below  
**Area Affected:** Caster's sight **Duration:** See below

**Description:** This spell causes the caster to see events that have happened, or will happen, within sight of the area where the caster is. The caster must be in a meditative state, relatively free from danger. Use the table below to determine how far forward or backward the caster intends to project his Time Sight. Duration is equal to the amount of time the caster intends to watch. One minute of viewed time is one minute of current duration in the present time. Alternately, the caster can see history or the future moving backward or forward at a high speed, until she reaches the maximum time change.

Aura Used	Maximum Time Change (+ or -)
2	1 hour
4	6 hours
6	12 hours
8	1 day
10	5 days
12	1 week
14	2 weeks
16	1 month
18	6 months
20	1 year
21+	+1 year per point
41+	+10 years per point
61+	+100 years per point
81+	+1000 years per point

**Notes:** All the caster is doing is viewing time. The caster may not alter time. The caster is vulnerable to attack while using this spell because the caster is unaware of her body. Damage will release the caster from the spell at the end of the 10 second period in which the caster was struck. The future seen by this spell is only a possible one.

## WALL OF POWER

**Type:** (War) **Distance to Focus:** 3' / Aura  
**Magic Name:** Porler Fes **Save:** None  
**Memorization:** 75 Minutes **Failure:** 15% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Wall/2 Aura **Duration:** 10 Min. per Aura

**Description:** Creates one Wall of Power 10' x 10' x 6" per 3 Aura used in the spell. The wall must be touched to another wall or surface and must be rooted to a surface. Each wall will let nothing pass through it, and is invulnerable and impervious to all forms of attack, magical, divine magical or otherwise (save Dispel Magic, Dispel Protection or Disintegration). The wall is also proof against teleportation and mental attacks of any kind.

**Notes:** If a being is in the way of a section of the wall when cast, that section will not form. The caster is unable to move through the wall.

## Aura Level 16

### COMBINE

**Type:** (Min, Tra) **Distance to Focus:** Touch  
**Magic Name:** Heltem **Save:** See below  
**Memorization:** 80 Minutes **Failure:** 15% per Aura  
**Casting Time:** 1 Minute **Range:** Sight  
**Area Affected:** 2-5 Spellcasters **Duration:** 1 Hour per Aura

**Description:** This spell causes the caster and up to four other spellcasters to magically link and act as one caster. The caster may link with one spellcaster for every 5 Aura used in this spell. The magical linkage gives the following bonuses and modifiers:

- 1) All linked spellcasters add their total Aura and Aura Control together.
- 2) Only one spell may be cast at a time within the group, but any of the linked casters may cast it. The person casting must still be touched by the others in the link, but he may free his hands to cast.
- 3) Aura Regeneration Rate is normal for each individual caster.
- 4) If one of the linked casters takes damage, all casters must make an Intelligence save to stay linked. All those failing will drop out of the circle and be stunned for 3d4 seconds.
- 5) If one of the linked members dies, the linkage ceases immediately. Those that were linked must make a Magic Resistance or die themselves. Exorcism may be used to bring back those that die, but it must begin within 5 minutes after the death. Even those who make their save are considered in shock (see Combat: Shock).
- 6) Under no condition may another Combine spell be used to combine more than the original number of linked casters.

**Notes:** All those linked must be touching (like a chain) or the spell will fail. Every person linked must make an Intelligence save to link. No one can be forced to become part of this spell. Dispel Magic cast at one of the spellcasters can dispel the link. Spellcasters may not combine to use skills, or cast the spells Wish or Enchantment.

## CONTROL GRAVITY

**Type:** (Nat, Alt) **Distance to Focus:** 3' / Aura  
**Magic Name:** Rarp Forsolm **Save:** N/A  
**Memorization:** 80 Minutes **Failure:** 15% per Aura  
**Casting Time:** 1 Minute **Range:** None  
**Area Affected:** 10'x10'x10'/2 Aura **Duration:** 1 Hour per Aura

**Description:** This spell allows the caster to change the specific gravity as desired in the area affected.

Effect on Gravity	Aura Required
Nullify	5
Reverse	10
Sideways	5
Double Normal	10
Triple Normal	20

**Notes:** Levitate will nullify the effects of this spell on the being using it. Fly will be at 1/2 speed through a double normal area and 1/4 speed through areas which are at triple normal.

## DISRUPT SPELL

**Type:** (Meta) **Distance to Focus:** 5' / Aura  
**Magic Name:** Detay-Ravna **Save:** Magic Resistance  
**Memorization:** 80 Minutes **Failure:** 15% per Aura  
**Casting Time:** 1 Second **Range:** None  
**Area Affected:** 1 Spell **Duration:** Instantaneous

**Description:** Allows the caster to disrupt another caster's spell, during the time in which that caster is shaping the spell (casting time). The caster of the Disrupt Spell must guess the amount of Aura being put into the other caster's spell and match or exceed that amount in the casting of his Disrupt Spell. If these conditions are met, the caster who is having his spell disrupted is allowed to make a Magic Resistance. Failure indicates the spell is disrupted and fails. Success indicates that the spell is not disrupted.

**Note:** If the caster of the Disrupt Spell manages to end his casting time at the same time as the opposing caster, there is a 50% chance that the focus spell will be disrupted in time.

## DUPLICATE SPELL

**Type:** (Meta) **Distance to Focus:** 5' / Aura  
**Magic Name:** Kirbex Ravna **Save:** None  
**Memorization:** 80 Minutes **Failure:** 15% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Later spell **Duration:** 1 Hour

**Description:** When the caster casts this spell, he then concentrates and waits, unable to cast another spell. When another spell is cast within the distance to focus indicated above, the caster may pick that spell and make a copy of it. The caster is required to spend the same Aura as the caster of the duplicate spell. He then can hold this duplicate and cast this at any time before the duration has ended, but must concentrate upon it and can cast no further spells until the spell has been released. This in no way prevents the focus spell from taking its effects.

**Note:** This will allow a spellcaster to cast a spell previously unknown to him. If the caster has a writing instrument at the time, he may attempt to understand the duplicated spell by making a 1/2 Scroll Knowledge roll. This attempt must be made within 24 hours of duplication of the spell. Failure indicates no further tries to learn the spell without real magic notes or a scroll.

## ELEMENTAL EARTH FORM

**Type:** (Nat, Alt) **Distance to Focus:** Self  
**Magic Name:** Ki-Garsar **Save:** N/A  
**Memorization:** 80 Minutes **Failure:** 15% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** Caster **Duration:** 1 Minute per Aura

**Description:** Causes the caster's body to be transformed into the form of an Earth Elemental. All items and goods simply drop to the ground. The caster now has the following abilities and statistics:

- 3 Endurance points per Aura placed in the spell.
- 2 points of hide per Aura put into the spell (representing the rocky earthen exterior of the elemental).
- Attacks with earthen arms take 7 seconds -1 second per 4 Aura used in the spell with a 3 second minimum speed; damage is 1d6 smashing per 3 Aura.
- Physical attributes are 1d4+1 per 4 Aura used in the spell (5d4+5 maximum); +4 is applied to Strength. All others are the caster's normal.
- Body is humanoid with the exception of no neck; 5' + 6" per full 10 Endurance. The elemental has one arm per 5 Aura used in the spell and each arm attacks as described above with a full 10 seconds of action.
- Magic Resistance and Control Resistance remain the same as the caster's, but the caster is now immune to illusion, poison and disease.
- Cutting damage does 1/4, smashing does 1/2, thrusting/piercing does none. Fire based attacks do none, cold based do 1/2, electricity based do none and acid based do none.
- Special abilities/powers at caster's Aura Control:  
 Magic Voice (Constant), 2 Magic Eyes (Constant), 2 Magic Ears (Constant), Life Sense (Constant), Dig (At will), Mold (At will)  
 Stone Swim (At will).

**Notes:** Damage taken in this form is applied to the caster when he reverts back to his normal form. If the caster dies while in this form, he reverts back to original form and is dead. A successful Dispel Magic returns the caster to normal form. It takes 2-7 (1d6+1) seconds to change into or out of elemental form unless forced to change by Dispel Magic.

## ENDURE ACID

**Type:** (War) **Distance to Focus:** Touch  
**Magic Name:** Lalem Elanch **Save:** Magic Resistance  
**Memorization:** 80 Minutes **Failure:** 15% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being **Duration:** 1 Hour per Aura

**Description:** Protects one being from all effects of acid, whether the effects are magical or otherwise.

**Notes:** The spell will also protect all items carried on the being.

## ENHANCE MENTAL

**Type:** (Min, Alt) **Distance to Focus:** Self  
**Magic Name:** Detay Pilsorn **Save:** Magic Resistance  
**Memorization:** 80 Minutes **Failure:** 15% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** Caster **Duration:** 10 Min. per Aura

**Description:** Allows the caster to temporarily boost mental attributes. For every 7 Aura put into the spell, all mental attributes are increased by one point. If the caster designates a single attribute to be increased (Intelligence, Wisdom, or Knowledge), then that attribute is increased one point per 5 Aura put into the spell. This spell cannot be combined with further castings, nor will it affect the caster if he is using a magic item that increases any attribute he is attempting to raise.

## SEEKING

**Type:** (Nat, Dis, Alt, Sens) **Distance to Focus:** Touch  
**Magic Name:** Siyell **Save:** None  
**Memorization:** 80 Minutes **Failure:** 15% per Aura  
**Casting Time:** 10 Seconds **Range:** 20' per Aura  
**Area Affected:** 1 Projectile **Duration:** 1 Second per Aura

**Description:** Causes one missile to seek its target magically. This affords an additional +1 bonus to the attack roll per 5 Aura placed into the spell, unless the missile is already magical, in which case only an additional +1 to hit is added regardless of Aura used. In addition, the missile will home in on its target, going around corners or obstructions so long as the person who fired the projectile or missile imagined the target correctly (Intelligence save). The standard d20 is used to determine hit and location, as if the projectile launcher had fired directly at the target. All ranges are x1 greater per 5 Aura placed in the projectile; i.e. at 5 Aura missile ranges are each x2, at 10 x3, at 15 x4, etc.

**Notes:** Targets protected by Non-Detection or Invisibility are not subject to the aiming effects of the spelled missile. The spells Reflection and Turning will make the projectile seek the being who originally fired it. Targets completely obstructed on all four sides will cause the aiming to seek the target by circling the area where the target is until the range or duration expires. The caster must maintain concentration while the missile is in flight.

## SPHERE OF POWER

**Type:** (War) **Distance to Focus:** Self  
**Magic Name:** Porler Mintay **Save:** N/A  
**Memorization:** 80 Minutes **Failure:** 15% per Aura  
**Casting Time:** 10 Seconds **Range:** See below  
**Area Affected:** 2' Radius/Aura **Duration:** 5 Seconds per Aura

**Description:** This spell creates a spherical, transparent force field that can be moved with the caster as long as he maintains concentration. The sphere is immune to all forms of attack (magical, mental, or otherwise) and may not be teleported through. Nothing can pass through the sphere, and it cannot be moved through solid objects. If the caster is on a solid surface, then the sphere will conform to that surface when cast, effectively making a shell. In essence, the beings protected can not be harmed while the spell is in effect.

**Notes:** Dispel Magic, Dispel Protection or Disintegration will destroy this sphere. In the case of Disintegration, the effect is automatic.

## STORM OF ACID

**Type:** (Eng, Cre, Dis) **Distance to Focus:** 3' /Aura  
**Magic Name:** Elanch Mengalla **Save:** Magic Resistance  
**Memorization:** 80 Minutes **Failure:** 15% per Aura  
**Casting Time:** 10 Seconds **Range:** See below  
**Area Affected:** 2' Radius/Aura **Duration:** 5 Seconds per Aura

**Description:** Creates a storm of whirling, splashing, highly corrosive acid. All who are caught in the area affected (10' high fixed, 2' radius per Aura) suffer a variety of effects:

- 1) 2d6 areas per round are splashed with acid. The acid does 1d10 damage per 4 Aura to each area as follows, the armor stops damage on a 1 to 1 basis (1 damage point from the acid reduces the armor value in that area by 1). If any damage is left over, the being affected is allowed to make a Magic Resistance to avoid taking damage in the area struck by the acid. One save covers all areas affected in that round.



- 2) Make Magic Resistance or be blinded for the duration of the spell with a 1% chance per Aura point of the spell of permanent vision loss.
- 3) Make an Agility save every 10 seconds. A failure indicates the being has lost his footing and has fallen to the ground.
- 4) Missile weapons fired within a Storm of Acid always miss their target.
- 5) Missile weapons fired into the storm have an equal chance of striking any being within the area of effect.

**Notes:** The caster must continue to concentrate on the spell or it will fail. The caster can move the storm at walking speed.

## STORM OF PARALYSIS

**Type:** (Min, Con) **Distance to Focus:** 10' /Aura  
**Magic Name:** Zemorfa Mengalla **Save:** Control Resistance  
**Memorization:** 80 Minutes **Failure:** 15% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being/Aura **Duration:** 5 Seconds per Aura

**Description:** Storm of Paralysis is not a true storm, but rather a greater version of Paralysis. The spell affects any number of beings (of the caster's choice) within the distance to focus, and up to a maximum of one being per Aura. Each being is allowed a Control Resistance.

**Notes:** Unlike other storm spells, the caster does not have to concentrate.

## SUMMON EARTH ELEMENTAL

**Type:** (Dim, Sum) **Distance to Focus:** 3' /Aura  
**Magic Name:** Hian-Garsar **Save:** None  
**Memorization:** 80 Minutes **Failure:** 15% per Aura  
**Casting Time:** 10 Seconds **Range:** Plane of Elemental Earth  
**Area Affected:** 1 Elemental **Duration:** 1 Minute per Aura

**Description:** Allows the caster to summon an Earth Elemental from any source of rock or soil, however slight. If the earth is magical or blessed, +2 Aura is applied to the spell. The elemental's vital statistics and abilities are as follows:

- 3 Endurance points per Aura in the spell.
- 2 point of hide per Aura put into the spell (representing the rocky earthen exterior of the elemental).
- Attacks with earthen arms take 7 seconds -1 second per 4 Aura used in the spell with a 3 second minimum speed. Damage dealt is 1d6 smashing per 3 Aura.
- Physical attributes are 1d4+1 per 4 Aura used in the spell (5d4+5 maximum); +4 is applied to Strength. Mental attributes are 1d4 per 4 Aura, 5d4 maximum. Charm is 5d4 (Social Class and Appearance not applicable). Mystical attributes are 3d4+8.
- Body is humanoid but lacks a neck and is 5' + 6" tall per full 10 Endurance. The elemental has one arm per 5 Aura used in the spell and each arm attacks as described above with a full 10 seconds of action.
- Magic Resistance is 50% +2% per Aura point put into the spell. Control Resistance is 40% +1% per Aura point put into the spell. The Earth Elemental is immune to illusion, poison and disease.
- Cutting damage does 1/4, smashing does 1/2, thrusting/piercing does none. Fire based attacks do none, cold based do 1/2, electricity based do none and acid based do none.
- Special abilities/powers at caster's Aura Control:  
 Magic Voice (Constant), 2 Magic Eyes (Constant), 2 Magic Ears (Constant), Life Sense (Constant), Dig (At will), Mold (At will)  
 Stone Swim (At will).

**Notes:** The elemental simply vanishes when it has taken lethal damage in the head or torsos. Appendages destroyed can be regenerated at one

point per minute as long as the earth elemental is within contact of a source of earth.



## TRANSMUTE TO CRYSTAL

**Type:** (Nat, Alt) **Distance to Focus:** 2' /Aura  
**Magic Name:** Kia Nentorc **Save:** Magic Resistance  
**Memorization:** 80 Minutes **Failure:** 15% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being **Duration:** 1 Hour per Aura

**Description:** Causes one being to make a Magic Resistance or be transmuted to crystal. All possessions (save magical items) carried by the victim are also turned to crystal. Breaking the crystal will cause irreparable damage and even death if the breakage is over vital areas of the being's body.

**Notes:** A Transmute to Flesh spell will reverse the process on a being. A Dispel Magic spell will reverse it on an object or being.

## UNLUCKY

**Type:** (Meta) **Distance to Focus:** 1' /Aura  
**Magic Name:** Yi-Chandrea **Save:** Control Resistance  
**Memorization:** 80 Minutes **Failure:** 15% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being **Duration:** 24 Hours

**Description:** This spell grants the caster the ability to adversely affect the luck of one other being. The caster gains 1 "unlucky point" to be used against the affected being, per 2 Aura used in the spell. In game mechanics, each unlucky point can be used to modify any roll that the affected being makes by +/- 1 or +/- 5%, whichever is applicable and least favorable. No more than half of a being's current unlucky points can be used against any one roll. The caster determines which rolls are affected and by how much.

**Notes:** A caster may cast this spell no more than once per day, per individual. No person may be affected by more than one Unlucky spell per day, regardless of the origin. Unused unlucky points vanish 24 hours after the casting.

## Aura Level 17



### BLINK

**Type:** (Dim, Tra) **Distance to Focus:** Self  
**Magic Name:** Ki-Yenform **Save:** See below  
**Memorization:** 85 Minutes **Failure:** 15% per Aura  
**Casting Time:** 1 Second **Range:** Sight  
**Area Affected:** Caster **Duration:** Instantaneous

**Description:** This a quick and useful version of the teleport spell that allows the affected being to disappear and instantaneously reappear anywhere (that is unoccupied) within the caster's sight. All objects carried by the affected being are transported as well. After blinking, the caster must spend one second and make a successful Intelligence save to orient himself, or he will lose 1d4+1 seconds getting his bearings. The caster may Blink in the next combat round (after just blinking) if a Will Force save is made.

**Notes:** This spell could be used to attack by starting an attack and then appearing to complete the attack right next to or behind the opponent. However, attacks of this nature are -8 to hit. If the spellcaster casts Blink at the end of the same second that a attack is being made against him, a successful Intelligence save must be made to avoid the blow. Anything that stops Teleport will also stop Blink, such as Sphere of Power. Blink cannot be cast while casting or concentrating on another spell.

### CHANGE TRUE

**Type:** (Nat, Alt) **Distance to Focus:** Touch  
**Magic Name:** Ki-Yimp **Save:** Magic Resistance  
**Memorization:** 85 Minutes **Failure:** 15% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being **Duration:** 1 Hour per Aura

**Description:** Causes one being to assume the true shape and form of another being. If the being affected does not wish to assume this shape, a Magic Resistance is allowed to avoid the spell's effects. Change True grants all magical powers and abilities of the type of creature whose shape is being assumed. This includes breath attacks, gaze attacks, extra attacks, mental abilities, magical characteristics, etc. The caster retains all mental, Charm and Will Force attributes. He does not suffer from the mind altering long term effects of staying in another being's shape. For each difference in Title versus creature level, the caster must place a minimum of 2 Aura.

**Example:** A caster wishes to turn a dragon lord into a snail. This dragon lord is considered creature level 12. A snail is considered creature level 0; thus a difference of 12. The caster realizes that it would take 24 Aura to turn the dragon lord into a snail and decides to use a different tactic. The caster changes herself into a dragon lord. The caster is 9<sup>th</sup> Title, so  $12 - 9 = 3$ , and 3 times 2 Aura means only 6 Aura would be needed. Ten seconds later two dragon lords fight in the sky slinging breath attacks, spells and insults.

**Special Notes:** Damage done is proportional, and when the affected

being is returned to her true form, the damage is reduced or increased in proportion to the difference in Endurance between her true form and the changed form. For example, if a being with 30 Endurance was changed into a rat with 3 Endurance, then took 2 points of damage to the head, the 2 point wound would become a 20 point wound when the being changed back.

### DIMENSION

**Type:** (Dim, Alt) **Distance to Focus:** Touch  
**Magic Name:** Wenflorn **Save:** N/A  
**Memorization:** 85 Minutes **Failure:** 15% per Aura  
**Casting Time:** 1 Hour **Range:** None  
**Area Affected:** See below **Duration:** 1 Day per Aura

**Description:** There are two ways this spell may be cast. The effects of the spell vary based on the area where it is cast. Both cause an enclosed area to become larger on the inside than the outside apparently permits. The effects are as follows:

*Cast on a container:*

- 1) The inside of the container increases by x1 per 2 Aura. For example, if cast at 10 Aura it would be x5 larger, and at 12 Aura it would be x6 larger, etc. In order to increase size, therefore, the spell must be cast with at least 4 Aura.
- 2) All dimensions within the container are expanded equally.
- 3) The container may have only one opening.
- 4) If opened, the container's contents can be seen, but appear miniaturized.
- 5) The container's outside area can be no larger than 10' x 10' x 10', or it will fall under the "room" category (see below).
- 6) A successful Dispel Magic causes the container to rapidly shrink to normal size, becoming x1 smaller per 5 seconds. If the container is over full, it will burst. All metal objects remove 2d4 points from their object strength. Wooden objects remove 4d6 points from their object strength. Flesh takes 4d10 damage to 3d6 random areas.
- 7) The container will weigh 1/2 half as much for each 2 Aura used in the spell. For example, if a 600 lb. sack of gold has Dimension cast on it at 10 Aura, then not only does the inside dimension of the sack increase, but the weight is divided in half five times. The sack now weighs only 18 3/4 lbs.

*Cast on a room:*

- 1) The sides of the room increase by x1 per 2 Aura. Thus at 10 Aura, a 10' x 10' x 10' room would have its sides become x5 greater, or 50' x 50' x 50'. On the outside, the room size does not change.
- 2) All dimensions of the room are expanded equally.
- 3) If a wall is destroyed or a successful Dispel Magic is cast, the room will shrink to normal size, its sides reducing by x1 per minute. In the example above, the room was x5 greater; therefore, it would take 5 minutes to return to normal size. All things trapped in the decreasing space would take double the damage listed in item 6 above.
- 4) The dimensions of the room can be seen through an open door and appear impossibly large.
- 5) The area of the room can not be more than 100' x 100' x 100' originally, or it will be too large for the spell to be cast.

**Notes:** Casting Dimension within another Dimension spell will cause both to fail utterly, destroying all beings caught in the first dimension. Effectively, everything in the dimension simply ceases to exist and the area of the room or container immediately returns to its normal size. However, bringing a container on which Dimension has been cast into a room on which Dimension has been cast, merely causes the container Dimension to fail as if a Dispel Magic had been successfully cast upon it (the contents do not vanish).

**Special Notes:** Using this spell with Cache will create a cache that is x1 greater for every 2 Aura in the Dimension spell. This spell can be made permanent with Permanency.

## ENCHANT AREA

**Type:** (Dim, Tra, Nat, Dis, Sen, War, Meta) **Distance to Focus:** Touch  
**Magic Name:** Entermola Tindol **Save:** N/A  
**Memorization:** 85 Minutes **Failure:** 15% per Aura  
**Casting Time:** 1 Day **Range:** None  
**Area Affected:** 4 Areas/Aura **Duration:** 1 Day per Aura

**Description:** When this spell is cast, it creates a magical area that will increase the caster's magical strength and grant additional powers. The area affected is 4 cubic sections of 10'x10'x10' per Aura point used in the spell. All sections must be touching for the bonuses to apply. See below for the specific effects:

Aura Used	Aura Bonus	Aura Control Bonus	New Powers
10	+0	+1	Sense Presence
12	+1	+1	Teleport
14	+1	+2	Animate
16	+2	+2	Warding
18	+3	+3	Bonus to Skills
20+	+4	+4	Spell Failure

All powers are given up to the amount of Aura put into the spell, so that if 14 Aura is used, then the first three powers are granted.

**Sense Presence:** Allows the caster to sense anyone who enters the enchanted area, even if the caster is not currently in the enchanted area. Beings using the spell or power Non-Detection are unaffected by this. The caster can feel the exact location of each individual at all times as long as they stay within the enchanted area.

**Teleport:** Allows the caster to teleport back to his or her enchanted area at no failure rate from anywhere or any plane (with the spell Teleport). It also allows the caster to teleport to any section of the enchanted area once per 10 seconds without failure, requiring no concentration even if the caster does not have the spell.

**Animate:** Allows the caster to cast Animate Object at double strength (as if double the Aura had been put into it) anywhere in his enchanted area, even if the caster does not have that spell.

**Warding:** Causes all current or potential enemies to make a Control Resistance at -20% to enter the caster's enchanted area.

**Bonus to skills:** +5% bonus to all magical skills per 5 Aura.

**Spell Failure:** Causes spells and magical items used in a hostile manner against the caster to fail at 10% per Aura point under 20. For example, a Finger of Fire cast at 12 Aura would only have a 20% chance of success ( $20 - 12 = 8 \times 10\% = 80\%$  chance of failure).

**Notes:** This spell may not be combined with Dimension to increase the area affected. It may, however, be cast within a Dimension or a Cache. The spell Combine cannot be used to create an enchanted area since it must be linked to one caster.

**Special Notes:** This spell is an exception to the magical cumulative effects rule. Any and all bonuses can be added to any similar magical effects. For example, a Mage with a rune of Power (+3 Aura Control) has a +7 Aura Control in his Enchanted Area cast at 20 Aura.

## ENHANCE PHYSICAL

**Type:** (Nat, Alt) **Distance to Focus:** Self  
**Magic Name:** Femfla Althek **Save:** N/A  
**Memorization:** 85 Minutes **Failure:** 15% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** Caster **Duration:** 10 Min. per Aura

**Description:** Allows the caster to temporarily boost physical attributes. For every 8 Aura put into the spell, all physical attributes are

increased by one point. If the caster designates a single attribute to be increased (Strength, Agility, or Vitality), then that attribute is increased one point per 6 Aura put into the spell. This spell cannot be combined with further castings, nor will it affect the caster if he is using a magic item that increases any attribute he is attempting to raise.

## IMPROVED TELEPATHY

**Type:** (Min, Alt, Tra) **Distance to Focus:** Self  
**Magic Name:** Gommorn **Save:** N/A  
**Memorization:** 85 Minutes **Failure:** 15% per Aura  
**Casting Time:** 1 Minute **Range:** Sight  
**Area Affected:** Caster's mind **Duration:** 30 Min. per Aura

**Description:** This spell works in all ways like the spell Telepathy, with the exception that it allows for the initiation of mental combat, just like the skill Thought Projection.

**Notes:** Those protected from mental contact, such as with the spell Mind Set or Mind Change, are immune to the effects of this spell.

## INCINERATE

**Type:** (Eng, Cre) **Distance to Focus:** 2' /Aura  
**Magic Name:** Farthay Nama **Save:** Magic Resistance  
**Memorization:** 85 Minutes **Failure:** 15% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 4d6 Body areas **Duration:** Instantaneous

**Description:** Causes the target to burst into flames. The victim suffers the following effects from the intense heat and flame:

- 1) 4d6 random areas take 1d6 per 2 Aura used in the spell.  
A successful Magic Resistance will reduce the damage taken in each area by half.
- 2) All flammable objects on the being immediately burst into flame and will be consumed as with a normal fire.
- 3) Magical wooden objects and magical paper must make a Magic Resistance, or suffer a similar fate as #2 above.

**Notes:** Beings immune to fire, or with the spell or power Endure Heat, are immune to the effects of this spell, as are their items.

## INTENSIFY

**Type:** (Meta) **Distance to Focus:** 1' /Aura  
**Magic Name:** Ath-Entermola **Save:** N/A  
**Memorization:** 85 Minutes **Failure:** 15% per Aura  
**Casting Time:** 20 Seconds **Range:** None  
**Area Affected:** 1 Spell/Item **Duration:** Instantaneous

**Description:** This spell adds Aura to the original amount of Aura directed into an active spell (or power in a magic item). Spells will gain 1 additional Aura point in power for every 2 Aura points used in the Intensify spell. Magic item powers will gain 1 additional Aura point per 4 Aura points used in the Intensify spell. Thus, if a spell was originally cast at 10 Aura and Intensify was cast at 10 Aura, the spell would be treated as though 20 Aura had been put into it. The number of Aura points added by Intensify cannot be more than the original number put into the spell. Thus, in the above example, 10 is the maximum amount of Aura which can be added through Intensify.



## PLANE SHIFT

**Type:** (Dim, Tra) **Distance to Focus:** Touch  
**Magic Name:** Yenform Rengorn **Save:** Magic Resistance  
**Memorization:** 85 Minutes **Failure:** 15% per Aura  
**Casting Time:** 20 Seconds **Range:** Unlimited  
**Area Affected:** 1 Being/5 Aura **Duration:** Instantaneous

**Description:** Allows the caster to leave her plane of origin and travel to a distant plane. See below for Aura cost, depending on the conditions. If the caster or beings die while on the other plane, they lose a Will Force point, but will return to their original plane, where they must rest for 1d4 weeks.

Conditions	Additional Aura Needed
Transporting to particular place on a plane	+10
Plane is the domain of a particular deity	+5

**Note:** All beings who wish to plane shift need to be touching the caster. The caster can become lost and unable to return, at a 1% chance per game time day spent on the other plane (non-cumulative).

## RAISE GREATER UNDEAD

**Type:** (Dth, Tra) **Distance to Focus:** 2' /Aura  
**Magic Name:** Gki-Kinah **Save:** N/A  
**Memorization:** 85 Minutes **Failure:** 15% per Aura  
**Casting Time:** 10 Minutes **Range:** None  
**Area Affected:** 1 Being **Duration:** 1 Hour per Aura

**Description:** The spell creates a greater undead corpse by infusing a dead body with negative life force. The type of undead is based upon the corpse and the conditions of its death. Examples are listed below:

Remains	Aura Needed	Type of Undead
Freshly buried humanoid	17	Ghoul
Freshly buried evil humanoid	18	Wight

**Notes:** The caster has no control over the undead, and it will only cooperate with him if it feels it can gain something.

**Special Notes:** Undead created are not permanent, and must either have Extend or Permanency cast upon them to increase the duration.

## SPELL MERGE

**Type:** (Meta) **Distance to Focus:** 1' /Aura  
**Magic Name:** Ravna Jilalor **Save:** See below  
**Memorization:** 85 Minutes **Failure:** 15% per Aura  
**Casting Time:** 5 Seconds + Spells **Range:** See below  
**Area Affected:** 1 Spell/Aura **Duration:** See below

**Description:** Allows the caster to merge one or more spells into a single spell. One spell is allowed to be merged per 5 Aura used in the casting of Spell Merge. When this spell is cast, it creates a magical binding field which allows additional spells to be cast into it. Each additional spell cast adds its own casting time to the casting time of Spell Merge. When all spells have been added, the Spell Merge is complete, and the spells are released as a single new spell. The parameters of the new spell are as follows:

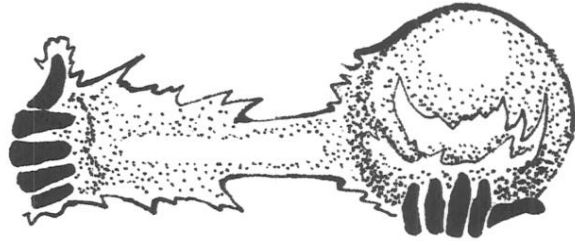
**Distance to Focus:** The shortest distance is used of all the merged spells.

**Range:** The shortest range is used of all the merged spells.

**Duration:** The shortest time is used of all the merged spells.

**Area Affected:** All spells cast must match exactly, or the entire merge will fail. This common value is the new area affected value as well.

**Note:** The Game Master may restrict the use of this spell, or decide a combination spell is impossible due either to the nature of the spells involved, or the fitness of the new combined spell to his world.



## STORM OF BOLTS

**Type:** (Eng, Cre, Dis) **Distance to Focus:** Emanates  
**Magic Name:** Mengalla Spatar **Save:** None  
**Memorization:** 85 Minutes **Failure:** 15% per Aura  
**Casting Time:** 10 Seconds **Range:** 5' per Aura  
**Area Affected:** Area struck **Duration:** Instantaneous

**Description:** Creates a crossbow bolt of Aura that shoots from the caster's hands. One bolt is created for every 2 Aura points used in the spell, with a new bolt appearing 2 seconds after the previous one. Each bolt does 1d10+1 points of damage and requires a roll to hit vs. the caster's attack skill. The bolts will pass through normal armor unaffected, but are stopped by magical armor if the armor makes a Magic Resistance.

**Notes:** The skill Dodge may be used against the bolts. A separate Dodge roll is required for each bolt. The caster must concentrate until all the bolts have been thrown.

## WARP MAGIC

**Type:** (Meta) **Distance to Focus:** 1' /Aura  
**Magic Name:** Ki-Ravna **Save:** See below  
**Memorization:** 85 Minutes **Failure:** 15% per Aura  
**Casting Time:** 10 Minutes **Range:** None  
**Area Affected:** 1 Area/2 Aura **Duration:** 1 Hour per Aura

**Description:** Creates one 10' x 10' x 10' warped magical zone per 2 Aura used in the spell. A warped magical zone has the following effects:

- 1) Any additional spells cast have a chance (5% per Aura cast into the Warp Magic spell) of being replaced by a random spell of the same Aura Level.
- 2) The focus and targets of the spell are determined randomly (if applicable). Each focus and target in the Warp Magic zone has an equal chance of being struck. This effect happens regardless of whether the spell itself changed (as in 1 above).

**Note:** Any spell cast into the zone from outside the zone, except Dispel Magic, randomly re-targets as in 2 above (Dispel Magic will apply as normal to Warp Magic when cast from outside). If a Dispel Magic is cast within the Warp Magic zone, its focus will be determined randomly.

## Aura Level 18

### ANTI-DIVINITY

**Type:** (Meta) **Distance to Focus:** 3' / Aura  
**Magic Name:** Jin-Ravna Ixgee **Save:** N/A  
**Memorization:** 90 Minutes **Failure:** 20% per Aura  
**Casting Time:** 10 Minutes **Range:** None  
**Area Affected:** 1 Area/Aura **Duration:** 1 Hour per Aura

**Description:** Allows the caster to create one 10'x10'x10' area per Aura used in the spell. All divine magic in the area affected will temporarily lose its divine magical nature. Exiting the area affected or the expiration of the duration will cause all divine magic items, effects and divine magical skills to return to "normal". No invocations, skills, powers or divine magic effects may be produced in the area affected. The Anti-Divinity area cannot be detected by divine magic.

**Notes:** Only one invocation, Anti-Magic, can be invoked or exist in the area affect. Anti-Magic and Anti-Divinity affect everything else except each other.

### BANE

**Type:** (Dth, Tra, Sen, Meta) **Distance to Focus:** Touch  
**Magic Name:** Draggot **Save:** Magic Resistance  
**Memorization:** 90 Minutes **Failure:** 20% per Aura  
**Casting Time:** 1 Hour **Range:** None  
**Area Affected:** 1 Object/Place **Duration:** 1 Hour per Aura

**Description:** This spell creates a very strong negative energy field attuned against a single race, alignment or any qualification that the Game Master deems reasonable. Its effects vary depending on whether its magic is placed on an object or a place.

**Object:** If the object is touched by or touches the attuned being, a Magic Resistance is required, or instantaneous death is a result. Only one save is required per 10 seconds. Beings whom the object is attuned against can feel a sense of danger within 60 feet of the object and can sense the object as the source, if they can see it.

**Place:** Beings whom the place is attuned against can feel a sense of danger within 100' of the area and can sense the area as the source, if they can see it. Beings in the area affected make a Magic Resistance once per 10 seconds or perish.

**Notes:** Undead beings and beings immune to death magics are unaffected.

### BANISH

**Type:** (Dim, Tra) **Distance to Focus:** 1' / Aura  
**Magic Name:** Fermol **Save:** Magic Resistance  
**Memorization:** 90 Minutes **Failure:** 20% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being **Duration:** Instantaneous

**Description:** The spell causes one being to make a Magic Resistance or be transported to the astral plane. Once there, they may attempt to return by whatever means possible. All objects will be transported with the unfortunate being, unless the item is an artifact, in which case it is immune to the effect and will remain behind.

**Notes:** If the being is originally from another plane, this spell will return that being to its plane of origin rather than transporting it to the astral plane. Banish will also destroy soulless undead who fail their Magic Resistance (at the discretion of the GM). The spellcaster may need to know the true name of the being (at the discretion of the GM).

### DISINTEGRATE

**Type:** (Nat, Alt, Meta) **Distance to Focus:** Touch  
**Magic Name:** Fellemorna **Save:** Magic Resistance  
**Memorization:** 90 Minutes **Failure:** 20% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being **Duration:** Instantaneous

**Description:** Causes the caster's hands to become charged with the power to disintegrate. The caster's hands will be able to disintegrate the next being or object touched if it fails its Magic Resistance. The caster can disintegrate an entire being, but must put a number of Aura points into the spell that equals the Aura Rating of the being.

**Notes:** When an object is disintegrated, it turns black the second it is touched by the caster and then is reduced to powder that is 1/1000th the size of the original object or being. A Wish or Miracle are two ways to bring back a person or object who has been disintegrated. If the affected creature has Rebirth cast prior to being disintegrated, and the black powder that comprises the being's remains are gathered and poured over the Rebirth object (see Rebirth), the being will begin the rebirth process. The being cannot be resurrected.

### ELEMENTAL FIRE FORM

**Type:** (Nat, Alt) **Distance to Focus:** Self  
**Magic Name:** Ki-Namasar **Save:** N/A  
**Memorization:** 90 Minutes **Failure:** 20% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** Caster **Duration:** 1 Minute per Aura

**Description:** Causes the caster's body to be transformed into the form of a Fire Elemental. All normal items carried or stored on the caster temporarily disappear along with the caster's original body. All magical items or goods simply drop to the ground. The caster now has the following abilities and statistics:

- 4 Endurance points per Aura in the spell, round up in favor of the caster.
- 2 points of hide per Aura put into the spell (representing the fiery exterior of the elemental). Round up in favor of the caster.
- Attacks with fiery arms take 7 seconds -1 second per 4 Aura used in the spell with a 3 second minimum speed. Damage dealt is 1d6+1 smashing per 3 Aura used in the spell, as well as a Magic Resistance or an additional 1d6+1 magical fire damage per 3 Aura used in the spell. All combustible materials will be lit by the attack.
- Physical attributes are 1d4+1 per 4 Aura used in the spell (5d4+5 maximum); +2 is applied to Agility. All others are the caster's own.

Body is as follows:

Area	End	Type
Head	x1	Vital
Torso	x2	Vital
Fire limbs	x1	Limb (1 per 4 Aura)
Fire column	x3	Vital

**Note:** 1' tall fire column with 1' diameter per 4 Aura used in the spell.

- Magic Resistance and Control Resistance remain the same as the caster's but the caster is now immune to illusion, poison and disease.
- Cutting damage does 1/4, smashing does 1/2, thrusting/piercing does none. Fire based attacks do none, cold based do full, electricity based do none and acid based do 1/2.
- Special abilities/powers at caster's Aura Control:

Magic Voice (Constant), 2 Magic Eyes (Constant), 2 Magic Ears (Constant), Life Sense (Constant), Flicker (At will), Produce Fire (At will), Ignite (At will), Finger of Fire (3x per day), Wall of Fire (2x per day), Storm of Fire (1x per day)

**Notes:** Damage taken in this form is applied to the caster when he reverts back to his normal form. If the caster dies while in this form, he reverts back to original form and is dead. A successful Dispel Magic returns the caster to normal form. It takes 2-7 (1d6+1) seconds to change into or out of elemental form unless forced to change by Dispel Magic.

## ENDOW INTELLIGENCE

**Type:** (Lif, Dim, Tra, Min, Alt, Meta) **Distance to Focus:** Touch  
**Magic Name:** Mi-Skrun **Save:** None  
**Memorization:** 90 Minutes **Failure:** 20% per Aura  
**Casting Time:** See below **Range:** Touch  
**Area Affected:** 1 Being/Object **Duration:** Permanent

**Description:** Allows the caster to grant sapience to an object or animal. Essentially the spell causes a soul and spirit to choose to inhabit the body and bring it to life. Use the tables below to determine Intelligence, Wisdom, Charm, Will Force and alignment.

Type	Aura	Casting Time	Will Force Lost
Small Animal/Plant	10	10 minutes	1/10
Med. Animal/Plant	12	1 hour	1/5
Large Animal/Plant	14	6 hours	1/2
Item	16	1 day	1
Room	18	1 week	2
Structure	20	1 month	4

Roll %	Align	INT	WIS	KNW	CHM	WIL
01-75	Same	3d4+8	3d4+8	3d4+8	4d4+4	5d4
76-80	Same	3d4+9	3d4+9	3d4+9	4d4+4	4d4+4
81-85	Same	3d4+10	3d4+10	3d4+10	4d4+4	3d4+8
86-90	Same	3d4+11	3d4+11	3d4+11	4d4+4	3d4+9
91-95	Random	3d4+12	3d4+12	3d4+12	4d4+4	3d4+10
96-99	Random	3d4+12	3d4+12	3d4+12	4d4+5	3d4+11
00	Random	2d4+16	2d4+16	2d4+16	4d4+6	3d4+12

Add 5% to the roll for every Aura point over 20 at which the spell is cast.

**Notes:** Sapient objects and animals are considered to be at adult level emotionally, and progress from there. The object will usually view its endower with at least respect. All beings or objects can speak the main language of the caster and can learn other languages later. If Random is rolled for alignment, alignment is determined at Game Master's discretion.

## ENHANCE MYSTICAL

**Type:** (Lif, Alt) **Distance to Focus:** Self  
**Magic Name:** Femfla Illstha **Save:** N/A  
**Memorization:** 90 Minutes **Failure:** 20% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** Caster **Duration:** 10 Min. per Aura

**Description:** Allows the caster to temporarily boost mystical attributes. For every 9 Aura put into the spell, all mystical attributes are increased by one point. If the caster designates a single attribute to be increased (Aura, Piety, Will Force), then that attribute is increased one point per 7 Aura put into the spell. This spell cannot be combined with further castings, nor will it affect the caster if he is using a magic item that increases any attribute he is attempting to raise.

## EXPLOSION

**Type:** (Eng, Cre, Dis) **Distance to Focus:** 4' / Aura  
**Magic Name:** Rentovra **Save:** Magic Resistance  
**Memorization:** 90 Minutes **Failure:** 20% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** See below **Duration:** Instantaneous

**Description:** The spell causes a magical concussive force that explodes outward from a target area chosen by the caster (no hit roll is needed).

- 1) A successful Magic Resistance will reduce the damage listed below by half.
- 2) 1/2' radius per Aura point; 1d10 damage per 2 Aura to 4d4 random areas. Victim is knocked back from the center of the explosion at a distance = (1' per Aura - 1' per 50 lbs. of weight). 4d4 seconds to recover if not already dead. Armor will reduce damage taken by 1/2 but will be damaged as if the attack was a smashing one.
- 3) 1' radius per Aura point; 1d6 damage per 2 Aura to 2d4 random areas. Requires a 1/2 Agility save to stand. 2d4 seconds to recover. Armor takes damage as #1.
- 4) 1 1/2' radius per Aura point; 1d6 damage per 2 Aura to 1d4 random areas. Requires an Agility save to stand. 2-5 seconds to recover only if the Agility save is failed. Armor reduces damages as indicated.

**Notes:** The spell or power Invulnerability will automatically counter the effects of the spell for the individual so protected, as will Sphere of Power or Protection. There is a 1% chance per Aura point used in the spell of shattering a Sphere of Power.



## SPELL ABSORPTION

**Type:** (Meta) **Distance to Focus:** Self  
**Magic Name:** Ravna Meki **Save:** Magic Resistance  
**Memorization:** 90 Minutes **Failure:** 20% per Aura  
**Casting Time:** 5 Seconds **Range:** None  
**Area Affected:** Caster **Duration:** 1 Minute per Aura

**Description:** Allows the caster to change his Aura Field into an Aura absorption field that will absorb up to 3 Aura worth of spells thrown at the caster per Aura put into the Spell Absorption spell. This causes all spells cast at the caster to fail if the caster makes a Magic Resistance (regardless if a Magic Resistance is normally called for). If this resistance is successful, then the Aura is removed from the spell and the spell fizzles. The removed Aura is added to the caster's own. If at the end of any 10 second period the caster has more than double his or her normal Aura rating, the excess burns off and does 1d6 to 1d4 random areas per point of excess Aura. When the absorption points have expired, then the Spell Absorption is considered ended, regardless of remaining duration.

**Notes:** Partially absorbed spells are reduced by the absorbed Aura in strength. For example, a caster has 6 points of Spell Absorption left and someone casts a 12 Aura Finger of Fire. If the caster makes a Magic Resistance, then the spell is reduced to a 6 Aura Finger of Fire and the caster gains the additional Aura.

**Special Notes:** Reflection and Spell Turning have precedence and will affect cast spells before Spell Absorption can.



## STORM OF DETERIORATION

**Type:** (Eng, Cre, Dis, Dth, Tra, Meta) **Distance to Focus:** 2' /Aura  
**Magic Name:** Teldar Mengalla **Save:** Magic Resistance  
**Memorization:** 90 Minutes **Failure:** 20% per Aura  
**Casting Time:** 10 Seconds **Range:** See below  
**Area Affected:** 2' Rad./Aura **Duration:** 10 Sec. per Aura

**Description:** Creates a dark storm of immense power that covers the area described above, withering all beings/objects in the area affected, if they fail their Magic Resistance. See below for the effect on different targets. A new Magic Resistance is required every 10 second period to avoid the effects listed below:

**Effect on Plants:** Instant death to small plants, medium plants wilt and large plants lose foliage, Intelligent plants take 1d4 per 3 Aura points

**Effect on Animals:** Kills small rodents and mammals. All others take 1d4 points per 3 Aura. Intelligent animals lose 1d6 years per 5 Aura.

Race	Effect
Elf	Ages 10-60 years per 5 Aura points
Dwarf	Ages 2-12 years per 5 Aura points
Avian	Ages 1-10 years per 5 Aura points
Midfolk	Ages 1-8 years per 5 Aura points
Human	Ages 1-6 years per 5 Aura points
Humanoid	Ages 1-6 years per 5 Aura points
Stone	Removes 1 point from object strength per 2 Aura points
Metal	Removes 1d4 points from object strength per 5 Aura points
Wood	Removes 1d6 points from object strength per 5 Aura points
Leather	Removes 1d10 points from object strength per 5 Aura points

**Notes:** In the case of armor, the points are removed from the armor value.

## SUMMON FIRE ELEMENTAL

**Type:** (Dim, Sum) **Distance to Focus:** 3' /Aura  
**Magic Name:** Ki-Namasar **Save:** None  
**Memorization:** 90 Minutes **Failure:** 20% per Aura  
**Casting Time:** 10 Seconds **Range:** Plane of Fire  
**Area Affected:** 1 Elemental **Duration:** 1 Minute per Aura

**Description:** Allows the caster to summon a Fire Elemental from any source of fire, however slight. If the fire is magical or blessed, +2 Aura is applied to the spell. The elemental's vital statistics and abilities are as follows:

- 4 Endurance points per Aura in the spell.
- 2 points of hide per Aura put into the spell (representing the fiery exterior of the elemental).
- Attacks with fiery arms take 7 seconds -1 second per 4 Aura used in the spell with a 3 second minimum speed.
- Damage dealt is 1d6+1 smashing per 3 Aura used in the spell. The opponent must make a Magic Resistance or an additional 1d6+1 magical fire damage per 3 Aura used in the spell will be dealt. All combustible materials will be lit by the attack.
- Physical attributes are 1d4+1 per 4 Aura used in the spell (5d4+5 maximum); +2 is applied to Agility. Mental attributes are 1d4 per 4 Aura, +1 to Intelligence with 5d4 maximum. Charm is 5d4 (Social Class and Appearance not applicable). Mystical attributes are 3d4+8.

Body is as follows:

Area	End	Type
Head	x1	Vital
Torso	x2	Vital
Fire limbs	x1	Limb (1 per 4 Aura)
Fire column	x3	Vital

**Note:** 1' tall fire column with 1' diameter per 4 Aura used in the spell.

- Magic Resistance is 60% +2% per Aura point put into the spell. Control Resistance is 50% +1% per Aura point put into the spell. The Fire Elemental is immune to illusion, poison and disease.
- Cutting damage does 1/4, smashing does 1/2, thrusting/piercing does none. Fire based attacks do none, cold based do full, electricity based do none and acid based do 1/2.
- Special abilities/powers at caster's Aura Control:  
 Magic Voice (Constant), 2 Magic Eyes (Constant), 2 Magic Ears (Constant), Life Sense (Constant), Flicker (At will),  
 Produce Fire (At will), Ignite (At will), Finger of Fire (3x per day),  
 Wall of Fire (2x per day), Storm of Fire (1x per day).

**Notes:** The elemental vanishes when it has taken lethal damage in the head, torso or fire column. Appendages destroyed can be regenerated at one Endurance point per minute as long as the fire elemental is within contact of a source of fire.

## Aura Level 19

### AURA STRIKE

**Type:** (Eng, Cre, Dis) **Distance to Focus:** Emanates  
**Magic Name:** Aria Shia **Save:** Magic Resistance  
**Memorization:** 95 Minutes **Failure:** 20% per Aura  
**Casting Time:** 10 Seconds **Range:** 5' Per Aura  
**Area Affected:** Area Struck **Duration:** Instantaneous

**Description:** This spell is similar to the finger spells. The hand or similar appendage is held upright. A bolt of pure charged Aura shoots from the hand and strikes the target in the area chosen, if an Intelligence save is made. The spell is the most powerful form of direct spell damage, doing 1d12 per 2 Aura used in the spell. If the being makes a Magic Resistance by less than 1/2 the chance, no damage is taken. If the resistance was made but was greater than a 1/2 save, then 1/2 damage is taken. Failure indicates full damage. If the being is immune to fire, has some form of protection from fire, or is wearing magical armor, then only 1/2 damage will be taken if the save is failed, and only 1/4 if the save is made.

**Notes:** Cannot pass through Wall of Power, Wall of Protection, Sphere of Power or Sphere of Protection.

### CACHE

**Type:** (Dim, Alt, Tra, Sum, Meta) **Distance to Focus:** Touch  
**Magic Name:** Grindan Ath-Yenform **Save:** See below  
**Memorization:** 95 Minutes **Failure:** 20% per Aura  
**Casting Time:** 2 Days **Range:** See below  
**Area Affected:** 5 Areas/Aura **Duration:** 1 Month per Aura

**Description:** This spell creates an extra-dimensional space. When first cast, the spell takes two days of intense mental concentration. The extra-dimensional space created by the caster will have 5 sections 10' x 10' x 10' per Aura used in casting the spell. The Cache created will appear in any layout desired by the caster so long as it does not go over the number of sections described above. There are two varieties of Cache, on an object or on the caster.

**On an Object:**

- 1) Time in the cache passes equal with time outside the cache.
- 2) The spell must be cast on a prepared high quality item.
- 3) The item must be given a command word (or words) when first cast, that will

- send the holder to the cache.
- 4) When the item is activated all beings and items touching the object are transported to the cache so long as there is room for them.
    - a) The caster in his cache must designate a place (or places) where beings and objects will initially arrive.
    - b) The caster must also establish a portal or method that will transport beings back.
    - c) All beings and objects that possess sapience are granted a Magic Resistance to avoid being transported to the cache.
    - d) The cache object will remain outside the cache as it is the key to the cache. It will remain wherever it was left when used to enter the cache. It can be stolen, moved, etc.
    - e) If the cache object is destroyed (Disintegrate, Explosion, etc.), all beings and objects in the cache are trapped within it. The cache still exists, but the portal between the caster's home plane and the cache dimension is closed and only a Wish will open it again.
    - f) A Dispel Magic simply destroys the cache, returning all objects to the place where the key was.

#### On the Caster:

- 1) Time in the cache is stopped. No time passes within the confines of the cache; no growth, need for food or air, etc. Beings that are transported there are automatically in stasis (see Stasis) until the caster frees them.
- 2) To transport objects and beings to the cache, the caster must first be touching them and then must spend one second per object or being to send them there. The Aura cost to send is listed below:  
*Non Living: 2*  
*Magical: 4*  
*Animals/Plants: 6*  
*The Caster: 8*  
*Beings: 10*  
*Sapient Items: 15*  
*Artifacts: 20*

A Magic Resistance is allowed for an individual to resist being sent to the cache (if the being or object is sapient and wishes to resist).

- 3) As listed in #1 above, all beings are held in stasis once they arrive in the cache. The caster may send each and every object or being to a different location within the cache. It costs no Aura for the caster to remove the stasis on the being, but the being is then free and cannot be held in stasis again except by an actual casting of the spell (or power) Stasis.
- 4) The caster calls objects out of the cache by carrying them with him when he decides to leave the cache. Transporting out of the cache is instantaneous and takes a mere thought. Beings and objects may be called out of the cache by the caster once the caster is outside the cache. Objects will appear in the caster's hands (or touching them). Beings will appear as near as possible to the caster. The caster may only call 1 object/being per second from the cache.
- 5) Once beings are released in the cache, they will not need to eat or sleep, and time will have had no effect upon them.
- 6) Time passes normally outside this type of cache, as compared to the beings inside.
- 7) If the caster is killed, everything in his cache is transported to the area where the caster was killed.
- 8) Dispel Magic cast on the caster, if successful, will have the same effect as #7 above but will appear around the caster. Dispelling the Cache is at -25%.

**Notes:** A cache dimension is separate from the caster's home plane of existence and can only be reached by the caster or the cache object. Beings and objects in that cache are undetectable from outside the cache and cannot be summoned, scryed upon, teleported to, located or generally affected in any way from outside the cache. Two or more casters can designate a shared cache created by some sort of portal connecting them, but object caches cannot be combined this way. Casters can Combine to make an object cache with the spell Combine, but casters may not Combine to create a personal cache. A cache object can be the target of an Enchantment spell, but need not be at the casting of the cache.

## PERMANENCY

**Type:** (Meta)  
**Magic Name:** Remetay Kentle  
**Memorization:** 95 Minutes  
**Casting Time:** 1 Hour  
**Area Affected:** 1 Spell

**Distance to Focus:** Touch  
**Save:** None  
**Failure:** 20% per Aura  
**Range:** None  
**Duration:** Permanent

**Description:** This spell simply makes the duration of an already existing spell permanent. If cast on a being, it will grant the abilities that one spell endows permanently to that being. Permanency cast on an object will allow that object to have the power of the spell that is made permanent. It may be cast on an area spell (such as some illusions) to keep the spell going permanently in that area. See below for a list of spells which can and cannot be made permanent on a being or object.

**Spells Which May Not Be Made Permanent:** Combine, Command Word, Corrupt, Create Door, Delay, Discourage, Duplicate Spell, Endow Intelligence, Enhance Mental, Enhance Mystical, Enhance Personal, Enhance Physical, Extend, Far Slumber, Feeblemindedness, Frost Fire, Geas, Inflict Insanity, Mind Beast, Mind Monster, Rebirth, Slovenliness, Slumber, Spell Merge, Any Storm Spell, Time Sight and Weakness, any spell with an instantaneous or permanent duration, any spell of type Control ("Con") or Summon ("Sum").

**Spells Which May Be Made Permanent:** All spells not listed above can be made permanent in their area affected at the cost of a 1/2 of 1 Will Force point to the caster. Spells that affect objects may also be made permanent at the same cost. Dispel Magic will eliminate the effects of the spell but is rolled at -75%. The casting of Delay on a permanent spell will cause the permanent spell's effects to disappear for the duration of the Delay spell.

Spell	Will Force	Spell	Will Force
Animal Speak	1	Freshen	1
Breathless	1	Glamour	1
Catch	2	Hide	2
Clean	1/2	Improved Telepathy	5
Climb	1	Invisibility	3
Conceal Magic	1	Invulnerability	6
Detect Enemy	1	Jump	1
Detect Illusion	1	Levitate	1
Detect Invisibility	1	Life Sensing	1
Detect Obfuscation	1	Mask Aura	1
Detect Traps	1	Mind Link	1
Distortion	3	Night Vision	1
Endure Acid	1	Non-Detection	3
Endure Cold	1	Plant Speak	1
Endure Electricity	1	Protection	2
Endure Heat	1	Protection From Supernatural	3
Endure Poison	1	Protection from Undead	3
Enhance Hearing	2	Read	1
Enhance Sight	2	Read Aura	1
Enhance Smell	2	Reflection	4
Enhance Speed	4	Silence	2
Enhance Taste	2	Stone Swim	1
Enhance Touch	2	Telekinesis	2
Float	1/2	Telepathy	3
Fly	2	True Flight	3
Force Limb	2	Tumble	3

Spells cast on the being will take Will Force away from that being as listed above. The caster can cast the spells on himself, but then the caster loses the Will Force listed above in addition to the 1/2 usually lost. All powers above can be used at will and can also be turned off at will (1 second activation time). The powers can be dispelled but doing so will return the Will Force that is lost on the permanent spells. All powers are at the Aura equal to the beings Title x2.

**Notes:** Combining Permanency and Set can cause programmed spells that will activate every time the condition of the Set is met and will allow even the casting of the above restricted spells. GM has discretion when determining exactly how or if a Set spell will function.

## RAISE GREATER UNDEAD SPIRIT

**Type:** (Dth, Tra) **Distance to Focus:** 2' / Aura  
**Magic Name:** Gki-Kiyenah **Save:** N/A  
**Memorization:** 95 Minutes **Failure:** 20% per Aura  
**Casting Time:** 10 Minutes **Range:** None  
**Area Affected:** 1 Being **Duration:** 1 Hour per Aura

**Description:** The spell creates a greater undead spirit, by infusing the dead spirit with negative life force. The type of greater undead is based upon the conditions when the spell is cast. Examples are given below:

Conditions	Aura Needed	Type of Undead
Area associated w/death where body was completely consumed or destroyed	17	Shadow
Area where an elven female suffered a traumatic death.	19	Banshee
Area where any elf suffered a traumatic death.	20	Specter

**Notes:** The caster has no control over the undead, and they will only cooperate with him if they feel they can gain something.

**Special Notes:** Undead created are not permanent, and must either have Extend or Permanency cast upon them to increase the duration.

## REBIRTH

**Type:** (Nat, Alt, Lif, Tra, Meta) **Distance to Focus:** Self  
**Magic Name:** Ment Krobol **Save:** N/A  
**Memorization:** 95 Minutes **Failure:** 20% per Aura  
**Casting Time:** 1 Day **Range:** Same Plane  
**Area Affected:** Caster **Duration:** Permanent

**Description:** Allows the caster to enchant a miniature statuette with the ability to absorb the caster's essence upon death, and then slowly grow to full size, returning the caster to life. The miniature statue will cost 200 to 800 gp (2d4x100), more if no sculptor is available. Once the caster is killed, the spirit flees to the statue. During a period of 20 days minus the Will Force of the caster, the statuette begins transforming into the caster's body. At the end of that time, the caster's essence is united with his new body and the caster awakes at full health. A minimum of one day is required to transform the statuette into the caster's body.

**Notes:** This spell requires a statuette perfectly mimicking the caster, and permanently drains 1 Will Force from the caster upon death. In order to be activated, the statuette and the caster must be on the same plane. Spells such as Mind Trap or Sphere of Protection will prevent the caster's essence from reaching the statuette.

## REINCARNATE

**Type:** (Dim, Lif, Tra, Meta) **Distance to Focus:** Touch  
**Magic Name:** Ment Kentle Krobol **Save:** Will Force Save  
**Memorization:** 95 Minutes **Failure:** 20% per Aura  
**Casting Time:** 10 Minutes **Range:** 100 miles  
**Area Affected:** 1 Dead Being **Duration:** Permanent

**Description:** This spell allows the caster to cause one being who has died within one hour per Will Force point of the caster to be reincarnated in another form. Roll below for the other form and somewhere within 100 miles that person is reincarnated as an adult in the form listed. The being reincarnated must make a Will Force save or she will not be reincarnated, and the caster must spend 1 will Force point also.

Roll %	Form	Example
01-10	Small Animal	Bird, Rat
11-20	Medium Animal	Dog, Cat
21-30	Large Animal	Horse, Bear
31-40	Small Humanoid	Midfolk
41-75	Medium Humanoid	Man, Elf
76-95	Large Humanoid	Ogre, Troll
96-00	Special*	Use Table below

Caster can add +/- 2% to above roll per Aura point of the spell.

Roll	Special Form	Example
01-33	Magical Animal	Unicorn, Pegasus, Griffin
34-66	Magical Humanoid	Fairy, Giant
67-00	Self	-

The Caster can add +/- 2% per Aura point of the spell to the above roll.

The Game Master should determine which forms in each category are available in his world and allow the reincarnated being some choice in choosing from among the new forms. The reincarnated being retains all Knowledge, Intelligence, Wisdom, Charm, Piety and Aura but loses 1 Will Force Point. The reincarnated being must spend a day learning its new form (-3/-15% to everything during that time).

## SPELL TURNING

**Type:** (War, Meta) **Distance to Focus:** Self  
**Magic Name:** Tighala Rimppelein **Save:** None  
**Memorization:** 95 Minutes **Failure:** 20% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** Caster **Duration:** 1 Minute per Aura

**Description:** This spell creates a magical repulsion field around the caster's body. Any spells cast by anyone other than the caster are turned back on the original caster, regardless of whether the effects are positive or negative. Even large area of effect spells whose area affected touches the caster (such as Storm of Fire) are turned back onto the spell's caster, making him the center of the storm.

**Notes:** Reflected spells are turned back by Spell Turning, but two turned spells require a check to see what effect happens (see the beginning of this section for an explanation of multiple spells of this type).

## WITHERING

**Type:** (Dth, Tra) **Distance to Focus:** Touch  
**Magic Name:** Tighla Ath-Nemont **Save:** Magic Resistance  
**Memorization:** 95 Minutes **Failure:** 20% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being **Duration:** 1 Minute per Aura

**Description:** Empowers the caster's hands with the energy to wither the next living being touched, even through normal armor. The area touched takes 1d4 damage per Aura used in the spell if a Magic Resistance fails. Even if the Resistance is made, the affected being takes one point of damage per Aura from the withering of skin and muscle in the area affected. Appearance is reduced by one point per 4 Aura used in any visibly damaged area. Tissues damaged by this spell take twice the normal time to heal and require twice as much magical healing. For example, 20 points of magical healing actually heals 10 Endurance points.

**Notes:** A being cannot be lowered below 5 Appearance by this spell's effects.



## Aura Level 20



### CORRUPT

**Type:** (Min, Con) **Distance to Focus:** 5' / Aura  
**Magic Name:** Aljia **Save:** Control Resistance  
**Memorization:** 100 Minutes **Failure:** 20% per Aura  
**Casting Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being **Duration:** 1 Day per Aura

**Description:** Causes one being to make a Control Resistance or be changed into an alignment of the caster's choosing for the duration of the spell. The caster has no other power over the victim.

**Notes:** The spells Mind Set and Mind Change protect a being from this spell as does the skill Thought Projection. The skills Body Control and Exorcism will remove this effect.

### CREATION

**Type:** (Dim, Sum, Lif, Min, Tra, Nat, Alt, Meta) **Distance to Focus:** Touch  
**Magic Name:** Milkam **Save:** None  
**Memorization:** 100 Minutes **Failure:** 20% per Aura  
**Casting Time:** See below **Range:** Touch  
**Area Affected:** 1 New Being **Duration:** Permanent

**Description:** Allows the caster to attempt to create a being using the methods described below. First, the caster must prepare a body and this can be done in two ways. One way is to carefully sew together pieces from beings and animals (evil or neutral spellcasters only). The other way can create a body made of stone, wood, clay, sand, mud, etc. (The caster can then turn the body to flesh via Transmute to Flesh.) Use the point system below to find the length of time that is needed to create the new organism and how many power points and Will Force it will cost. The caster is given 8 power points per Aura point used in casting the creation spell. All attributes begin at 12 and may be modified by using the tables below. Also, the caster may increase 1 point in any attribute by removing three from any other attribute. Use the tables below to create the being using the power point conversion.

Condition Power	Cost	Notes, Etc.
Size, Very Small	-20	(Adds 20 PP) under 3' in height/length
Size, Small	-10	(Adds 10 PP) 3'-4'11" in height/length
Size, Normal	0	5'-6'11" in height/length
Size, Large	10	7'-8'11" in height/length
Size, Very Large	20	9'-12' in height/length
Size, Tremendous	40	12'+ in height/length
Physical Attributes	1 or 4	13-20 takes 1 pt/20+ takes 4
Mental Attributes	2 or 6	13-20 takes 2 pts/20+ takes 6
Personal Attributes	1 or 3	13-20 takes 1 pt/20+ takes 3
Mystical Attributes	3 or 8	13-20 takes 1 pt/20+ takes 8
Physical Skills	0	Must be taught to being.
Mental Skills	10	Caster must possess the skill
Mystical Skills	20	Caster must possess the skill
Powers, 1x day	2 (per)	Per Aura Level of the power
Powers, 3x day	4 (per)	Per Aura Level of the power
Powers, at will	8 (per)	Per Aura Level of the power
Aura Regeneration	4 (per)	Per level lower than 1 per hour
Better Endurance	1 (per)	Per two new Endurance points
Better Armor	2 (per)	Per new armor point

Made of Metal	40	See statistics below
Made of Stone	30	See statistics below
Made of Wood	20	See statistics below
Made of Clay	10	See statistics below
Poison Gland	2 (per)	Level of the poison
Immunity, Cold	10	Magical and normal
Immunity, Fire	12	Magical and normal
Immunity, Electric	14	Magical and normal
Immunity, Acid	18	Magical and normal
Immunity, Control	20	Magical and normal
Immunity, Magic	40	Except Dispel Magic, Disintegrate
Regeneration	4	Per Endurance point per minute
Resistance	4	Per 5% increase in resistance
Reproductive Organs	20	Flesh creatures only

#### Metal Creatures:

End = 50+5 per 1' over 6' and -5 per 1' under 5'  
Immunities: fire, cold, electricity, hold, control  
Armor = 25 points protection  
Damage done against metal creatures is halved  
Attacking weapons will take 1d8-2 strength damage per hit.  
Attack is a punch; 4d6+1d6 per 1' over 6' or -1 point per 1' under 5', 3 second attack speed +1 second per 1' over 6'. Strength and Agility adjustments are added. Attack is considered smashing.

#### Stone Creatures:

End = 40+5 per 1' over 6' and -5 per 1' under 5'.  
Immunities: fire, electricity, hold, control.  
Armor = 15 points protection.  
Damage done against stone creatures is halved.  
Attacking weapons will take 1d6-2 strength damage per hit  
Attack is a punch; 3d6+1d6 per 1' over 6' or -1 point per 1' under 5', 3 second attack speed +1 second per 1' over 6'. Strength and Agility adjustments are added. Attack is considered smashing.

#### Wood Creatures:

End = 30+5 per 1' over 6' and -5 per 1' under 5'.  
Immunities: fire, electricity, hold, control.  
Armor = 10 points protection.  
Attack is a punch; 2d6+1d6 per 1' over 6' or -1 point per 1' under 5', 3 second attack speed +1 second per 1' over 6'. Strength and Agility adjustments are added. Attack is considered smashing.

#### Clay Creatures:

End = 20+5 per 1' over 6' and -5 per 1' under 5'.  
Immunities: electricity, hold, control.  
Attack is a punch; 2d4+1d4 per 1' over 6' or -1 point per 1' under 5', 3 second attack speed +1 second per 1' over 6'. Strength and Agility adjustments are added. Attack is considered smashing.

#### Flesh Creatures:

End = (Str+Agl+Vit/2)+5 points per 1' over 6' or -2 points per 1' under 5'.  
Immunities: must be bought with power points.  
Attacks: normal for body type.

Power Points	Time Needed	Failure Chance	Will Force Lost
01-30	1 day	3%	1/10
31-60	1 week	6%	1/4
61-90	1 month	12%	1/2
91-120	3 months	24%	1
121-160	6 months	36%	1
160+	1 year	48%	2

Failure chance is lowered 2% for each Intelligence or Knowledge attribute point over 15.

**Notes:** The being created cannot reproduce unless it is flesh and an opposite sex is created, and it still will only have a 65% chance of success. Additional creatures can be created without loss of Will Force provided they are of the same type. Additional creatures take 1/2 as long as the first creature to create.

## ELEMENTAL AURA FORM

**Type:** (Nat, Alt)  
**Magic Name:** Ki-Ariasar  
**Memorization:** 100 Minutes  
**Casting Time:** 10 Seconds  
**Area Affected:** Caster

**Distance to Focus:** Self  
**Save:** N/A  
**Failure:** 20% per Aura  
**Range:** None  
**Duration:** 1 Minute per Aura

**Description:** Causes the caster's body to be transformed into the form of a pure Aura Elemental. All normal items carried or stored on the caster temporarily disappear, along with the caster's body. All magical items and goods simply drop to the ground. The caster now has the following abilities and statistics:

- Five Endurance points per Aura placed in the spell; round up in favor of the caster.
- Attacks with aura arms take 7 seconds -1 second per 4 Aura used in the spell with a 3 second minimum speed.
- Damage is 1d8+1 smashing per 3 Aura used in the spell. Opponents must make a Magic Resistance or an additional 1d6+1 magical Aura damage per 3 Aura used in the spell. All combustible materials will be lit by the attack.
- Physical attributes are 1d4+1 per 4 Aura used in the spell (5d4+5 maximum; +2 applied to is all physical attributes after they are rolled. All others are the caster's own attributes. Aura rating is doubled for the duration of this form. Body consists of:

Area	End	Type
Head	x1	Vital
Torso	x2	Vital
Aura limbs	x1	Limb (1 per 4 Aura).
Aura column	x3	Vital

*Note:* 1' tall aura column with 1" diameter per 4 Aura used.

- Magic Resistance and Control Resistance remain the same as the caster's but the caster is now immune to illusion, poison and disease.
- The aura elemental is affected in the same way as if the spell Invulnerability were cast upon it.
- Special abilities/powers at caster's Aura Control:  
 Magic Voice (Constant), 2 Magic Eyes (Constant), 2 Magic Ears (Constant), Life Sense (Constant), Reveal Aura (At will), Mask Aura (At will), Drain Attribute (Aura; At will), Finger of Fire (3x per day), Aura Strike (3x per day)

**Notes:** Damage taken in this form is applied to the caster when he reverts back to his normal form. If the caster dies while in this form, he reverts back to original form and is dead. A successful Dispel Magic returns the caster to normal form. It takes 2-7 (1d6+1) Seconds to change into or out of elemental form unless forced to change by Dispel Magic.



## ENCHANTMENT

**Type:** (Nat, Alt, Meta)  
**Magic Name:** Mi-Entermola  
**Memorization:** 2 Hours  
**Casting Time:** See below  
**Area Affected:** 1 Item

**Distance to Focus:** Touch  
**Save:** None  
**Failure:** 20% per Aura  
**Range:** None  
**Duration:** Permanent

**Description:** Allows the caster to enchant one item with magical properties. This powerful spell allows the caster to literally weave spells into a permanent magical item. Magic item items can be enchanted with powers, abilities and usages, all described in the beginning of this section under "magic items".

This spell uses a power point system.

### Preparation:

It will take a great deal of time to produce the magical item. A laboratory or workroom should be used. Because the caster cannot leave the area where the item is being enchanted, foodstuffs and all necessary materials should be prepared and set in the general area where the Enchantment will take place. Servants can aid the caster but each distraction will add a 1% cumulative chance to the failure.

### Step 1: The Item

The item should be in perfect condition before Enchantment is cast upon it. If the item is imperfect, the enchantment may fail (determined after the total time has been spent enchanting the item).

Item's Condition	Chance of Failure
Magical Material*	0%
Flawless/Highest Quality	1%
Excellent/High Quality	20%
Good/Quality	40%
Average/Normal	50%
Fair/Low Quality	60%
Poor/Lowest Quality	80%
Flawed/Broken	99%

\*This refers to items made of magical material only. Enchantment will fail automatically if the item already has powers of any kind for any reason. This effect is called interference.

**Item's Condition:** Is the quality or lack thereof of the item to be enchanted.

**Failure:** The chance rolled at the end of casting time for spell failure.

### Step 2: Power Points

Once the spell is cast, the item is ready to receive its powers and abilities by casting further spells with the magic item as the focus. Permanency can be cast to make "at will" or "constant" powers. Use the table below to determine the power points available to spend for powers.

Condition	Power Points Formula
Base	10 power points per Aura point used in enchantment.
Weakening Item	+10 PP per 1 Aura less than 20 that the powers of the Base Aura level of the magical item. For example, the caster creates a magical item at 20 Aura. All powers of the Magic item will normally be at 20 Aura but the caster wishes to lower that amount to get additional powers. So, now all powers of the magic item are reduced from Aura of 20 to 16 leaving 4 extra Aura, which is converted into 40 additional power points to be used in buying the magic item its powers. Even if the Enchantment spell is cast at higher than 20 Aura, additional points are granted based on 20 Aura only.
Magical Material	+10 per point of + of the magical material.
Caster's Ability	+5 per mental attribute point of the caster above 16.
Clean	+10 power points if item is magically cleaned.

<b>Condition</b>	<b>Power Points Formula</b>
New Item	+20 if cast within an hour of the item's physical creation.
Location	+20 power points if enchanted in an Enchant Area tied to the caster.
Maximum	Mortal beings may have no more than 400 power points.

*Condition:* The effect used to determine if to apply the formula

*Power Point Formula:* The formula that produces the power points for the condition.

### Step 3: Creating Powers

After a total number of power points have been determined, they are then spent for each power or ability. A power is created by casting another spell into the item while it is being enchanted. Start with the table directly below and determine the power point cost for each power by multiplying the Aura level of the spell versus the appropriate modifier. Repeat for each power, subtracting the points from the total power points available. Save remaining power points to buy special abilities.

Useable	Maximum	Base Cost
Charges*	1*	1x*
Constant**	2	20
At will	3	15
5x per day	4	8
4x per day	5	6
3x per day	6	4
2x per day	8	2
1x per day	10	1
1x per week	15	1/2
1x per month	20	1/4

\*One power point per charge of the initial item times the power's Aura Level. Charged magic items may only have one power. Charged items can be refilled by further spells of the same type at a later date. Charged items explode if overfilled as Explosion. Treat explosion as if cast at 2 Aura per charge in the item.

\*\*Requires the spell Permanency.

The next few tables show how the Base Cost can be increased or decreased based on special modifications to the item:

*Maximum:* The maximum amount of powers of this type that are allowed in any one item.

*Base Cost:* The starting cost in power points times the Aura Level of the spell.

Activated by	Time to activate	Cost
Thought	5 seconds	1
Word	5 seconds	3/4
Deed	5 seconds + deed	1/2

*Activated By:* Method to activate the power.

*Time to Activate:* Time if power is not constant. Constant powers take only one second to turn on or off.

*Cost:* The multiplier against the base cost in power points for this power.

Attuned Against	Cost
Anyone	1
Enemies	3/4
3 types of opponents	1/2
2 types of opponents	1/3
1 type of opponents	1/4
1 specific being	1/10

*Attuned Against:* This power may only be used on or against opponents who meet these conditions. A type is a race, class or alignment.

*Cost:* The multiplier against the base cost in power points for this power.

Affinity For	Cost
Anyone	1
Class	3/4
Align	3/4
Race	3/4
1 specific being	1/2
1 specific situation	1/10

*Affinity For:* Who can use this particular power. If the being holding the item does not meet the qualifications he will not be able to activate.

*Cost:* The multiplier against the base cost in power points for this power.

Type of Aura Use	Cost
Drained (Aura is lost until regenerated)	1/2
Required (user must have enough free Aura)	1
Not Required (item uses its own Aura)	2

*Type of Aura Use:* How Aura is used to activate the particular power in question. Required Aura will be equal to the Aura Level of the power. Drained Aura will be at the amount of Aura needed to activate the power.

*Cost:* The multiplier against the base cost in power points for this power.

### Power Notes

Several spells have special modifiers and costs of their own:

*Cache:* The item may be the key to the Cache, per the spell Cache but may not have the ability to cast the spell Cache.

*Creation:* If made the power of a magic item, it will only be able to produce a specific creature already produced by the caster and will take 1/2 the normal time listed for that particular creature under creation.

*Delay:* Cannot be the power of magical item.

*Enchant Area:* Must be a constant power. Under no circumstances can a magical item create other enchanted areas.

*Change Self/True:* The particular creature that the object will change into may be chosen at the time of the enchantment. Statistics of the new form may be determined in advance and remain the same no matter who uses it.

*Change Other:* May be used normally or a specific random table could be created showing the various types the victim of this power will be transformed into.

*Endow Intelligence:* Cannot be the power of a magic item.

*Enhance Speed:* Double normal power point cost.

*Explosion:* Double normal power point cost.

*Incinerate:* Double normal power point cost.

*Intensify:* Cannot be the power of a magic item.

*Non-Detection:* Can be set to make the magic item unable to be identified. If the magical item is intelligent, it can choose to hide its powers.

*Rebirth:* Double normal power point cost.

*Reincarnation:* Double normal power point cost.

*Set:* Cannot be the power of a magical item.

*Symbiosis:* Can only be used if a second magic item is used for the purposes of the symbiosis, and then the owners of the items would be symbiots while they possessed the magical item.

*Teleport:* Could be used to Teleport the item back to the last owner by thought, command, deed or automatically as a constant power.

*Wish:* Used only at GM discretion and then at triple normal cost.



## Step 4: Creating Special Abilities

Special abilities are created when magical skills or effects are used to grant further effects while enchanting the item. Each ability has a power point cost associated with it. Unlike powers, the cost is a set cost and can be activated by anyone whom the item itself has affinity with. The caster must choose this overall affinity before adding abilities. Choice of affinity has no bearing on the cost of each ability. Only one special ability is allowed per item.

**Slaying:** Cost: 100 power points.

This ability can only be given to items that are weapons. This effect is produced by immersing the weapon in the blood of the particular being type, race, alignment or class the item is going to be created to slay. Anytime the weapon is considered to have struck the flesh of the particular type it has been set to slay, that being must make a Magic Resistance or perish. Immersing the weapon in the blood of a deity allows the weapon to be able to slay all mortals, but who has a deity handy?

**Electricity:** Cost: See below.

This ability causes the magical item to become electrified. To create this ability the enchanter must have the skill Electrokinesis. Victims struck or touched by the item must make a Magic Resistance or suffer 1d8 per 10 power points used in creating this power (10d8 maximum). It takes one second for the user to turn the power on or off. The user is immune to the electricity.

**Fire:** Cost: See below.

This ability causes the magical item to burn with a magical flame. To create this ability the enchanter must have the skill Pyrokinesis. Victims struck or touched by the item must make a Magic Resistance or suffer 1d6 per 8 power points used in creating this power (10d6 maximum). It takes 1 second for the user to turn the power on or off. The user is immune to the fire.

**Cold:** Cost: See below.

This ability causes the magical item to burn with a freezing touch. To create this ability the enchanter must have the skill Cryokinesis. Victims struck or touched by the item must make a Magic Resistance or suffer 1d4 per 6 power points used in creating this power (10d4 maximum). It takes one second for the user to turn the power on or off. The user is immune to the frost touch.

**Poison:** Cost: See below.

This ability causes the item to secrete or inject a poison. It is created by bathing the item in a contact poison. The cost is 5 power points per level of the poison.

**Scrying:** Cost: See below.

The enchanter must possess the Scrying skill. Item can be tuned to scry on a particular person, place or thing or be open to anything the user attempts to scry on. It allows a +5% to the Scrying skill per 5 power points used.

**Sense Projection:** Cost: See below.

The enchanter must possess Sense Projection in order to enchant this ability. The item must also be reflective or translucent. It allows the item's user to attempt Sense Projection at +5% per 5 power points used.

**Thought Projection:** Cost: See below.

The enchanter must possess Thought Projection in order to enchant this ability. It allows the item's user to attempt Thought Projection at +5% per 5 power points used.

**Animation:** Cost: 50 power points.

The enchanter must possess Telekinesis in order to enchant this ability. It allows a weapon to attack under its owner power as if wielded by the item's owner. If the item is not a weapon it can be moved by the owner's thought if it is within sight.

## Step 5: Costs

Once the number of power points to spend has been calculated, use the table to determine the final costs in time, money and Will Force.

When time is finished and costs are paid, the item is finished and ready to be used.

Power Points Used	Time	Money	Will Force
1-20	6 hours	1d10 x 10	1/10
21-40	12 hours	2d10 x 10	1/10
41-60	1 day	4d10 x 10	1/5
61-80	1 week	1d10 x 100	1/5
81-100	1 month	2d10 x 100	1/2
101-150	2 months	2d10 x 1000	1/2
151-200	3 months	3d10 x 1000	1
201-250	4 months	4d10 x 1000	1
251-300	6 months	6d10 x 1000	2
301-350	8 months	8d10 x 1000	2
351-400	10 months	10d10 x 1000	4
401+	1 year	12d10 x 1000	4

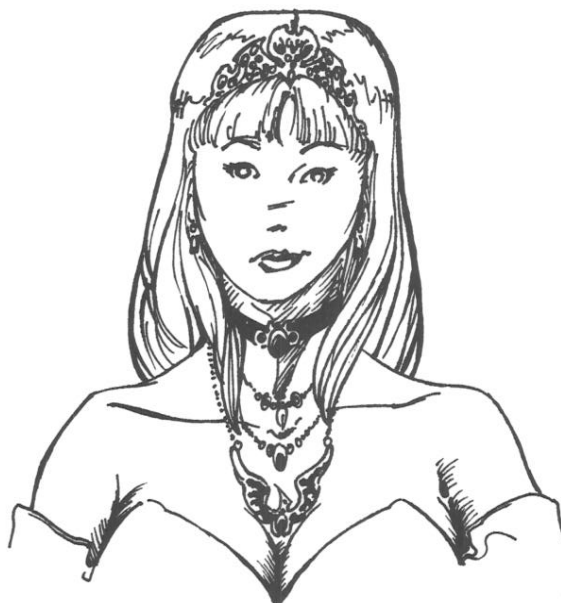
**Power Points Used:** Total power points used when enchanting this item. This is not the number started with. (Do not count unused points.)

**Time:** The casting time to enchant item.

**Money:** The total cost to the caster to research, prepare and acquire the necessary materials. Add the cost of the item into this figure. A flawless item will cost the highest possible sum for its type.

**Will Force:** The amount of Will Force permanently drained upon the successful completion of the Enchantment.

**Notes:** Creating magic items is not a trivial task and should not be attempted by the novice player. The complexity of the spell should be tempered by the realization that it can be used to create entirely new magic items. The above process can take as much as a real hour to create an item. Set time aside to work with or review such items with the Game Master as she has final say on the outcome or special circumstances.



## SUMMON AURA ELEMENTAL

**Type:** (Dim, Sum) **Distance to Focus:** 3' / Aura  
**Magic Name:** Hian-Ariasar **Save:** None  
**Memorization:** 100 Minutes **Failure:** 20% per Aura  
**Casting Time:** 10 Seconds **Range:** Plane of Aura  
**Area Affected:** 1 Elemental **Duration:** 1 Minute per Aura

**Description:** Allows the caster to summon an elemental of pure Aura from the aura plane. The elemental's vital statistics and abilities are as follows:

- Five Endurance points per Aura in the spell; round up in favor of the caster.
- Appears as chromatic fiery light with a visible human torso. If another is immersed in the elemental, they must make a Magic Resistance or suffer blindness for 4d6 seconds.
- Attacks with fiery arms take 7 seconds -1 second per 4 Aura used in the spell with a 3 second minimum speed.
- Damage is 1d8+1 smashing per 3 Aura used in the spell. Make Magic Resistance or an additional 1d6+1 magical fire damage per 3 Aura used in the spell. All combustible materials will be lit by the attack.
- Physical attributes are 1d4+1 per 4 Aura used in the spell (5d4+5 max); +2 is applied to all physical attributes after they are rolled. Mental attributes are 1d4 per 4 Aura, +1 to Intelligence with 5d4 max. Charm is 5d4 (Social Class and Appearance not applicable). Mystical attributes are 3d4+8. Aura is doubled the rating rolled. Body consists of:

Area	End	Type
Head	x1	Vital
Torso	x2	Vital
Aura limbs	x1	Limb (1 per 4 Aura).
Aura column	x3	Vital

*Note:* 1' tall aura column with 1' diameter per 4 Aura used.

- Magic Resistance is 70% +2% per Aura point put into the spell. Control Resistance is 60% +1% per Aura put into the spell. The elemental is immune to illusion, poison and disease.
- The Aura elemental is affected in the same way as if the spell Invulnerability were cast upon it.
- Special abilities/powers at caster's Aura Control:  
 Magic Voice (Constant), 2 Magic Eyes (Constant), 2 Magic Ears (Constant), Life Sense (Constant), Reveal Aura (At will), Mask Aura (At will), Drain Attribute (Aura; At will), Finger of Fire (3x per day), Aura Strike (3x per day)

**Notes:** The elemental simply vanishes when it has taken lethal damage in head, torso or fire column. Appendages destroyed can be regenerated at one point per minute as long as the Aura Elemental is within contact of a source of Aura.

## WISH

**Type:** (All) **Distance to Focus:** See below  
**Magic Name:** Majard **Save:** Magic Resistance  
**Memorization:** 100 minutes **Failure:** 20% per Aura  
**Casting Time:** 1 Second + Verbal **Range:** See below  
**Area Affected:** See below **Duration:** Permanent

**Description:** This is by far the strongest spell a mortal spellcaster may cast. It basically allows the caster to state in their common language what they wish to happen and then have that come about with the following rules:

- 1) No Wish should create a true paradox. Examples of a paradox are two people in the same place at the same time, or an endless time loop.
- 2) No Wish can result in another Wish. If it is attempted, a time loop is created and the caster will disappear to be trapped forever in the time loop.

- 3) A Wish can basically be used to cast any spell or combination of spells at triple the Aura Control of the spellcaster. This does not hold true for Enchantment.
- 4) Each Wish cast drains 1 Will Force point from the caster.
- 5) A Wish may harm/help no more than one being per Aura point used in the Wish. 100 Aura or more used in the spell will ignore this rule.
- 6) May not be used to permanently raise a being's Will Force rating.
- 7) All targets of the Wish are allowed a Magic Resistance to avoid the negative effects of the Wish.
- 8) In the statement of the wish, no more than one sentence can be used to utter the wish. That sentence may have no more than two of any of these connecting words: "if", "and", "or", "nor" and "but". If any wish has more than that, the wish will be accurate up until the point the third connecting word was used.
- 9) The GM decides upon all outcomes of wishes and his word is final.

**Notes:** A Wish will bring someone back from the dead or counter a spell or curse. A GM should never allow a Wish to do serious harm to his world. There should be no limit to the number of different uses of this spell.







## Aspects of Divine Magic

Whereas the direct magical force called Aura is used to cast spells, divine magic is an indirect power that is used in the form of invocations. An invocation is a parcel of divine energy, delivered to a practitioner of the skill Divine Knowledge by her deity (or a minion thereof). Once an invocation has been granted to a Divine Knowledge practitioner, the invoker may release the divine energy when a situation calls for it. Invocations are rated in power by Piety Level. Since the invoker is acting in the name of a deity, invocations of higher Piety Level may be restricted by the deity, and thus not available to the invoker. The maximum level of invocation that can be prayed for is limited by the Piety Control of the invoker. Once prayed for, invocations are memorized and will work automatically; however they are given a finite number of uses before they must be prayed for again.

### Divine Knowledge

A character must have the Divine Knowledge skill in order to obtain an invocation (see Prayer and Memorization).

### Piety

Piety is the measure of faith that bestows a devoted servant of a deity with a divine magical gift. Piety allows the invoker to request divine intervention (called communing; see Attributes) and for those with Divine Knowledge to pray for the ability to invoke divine power in the name of her deity. Divine intervention and invocations prayed for are delivered through hidden supernatural agents of a deity, or through channels opened to the deity's home plane. Piety rating represents the individual's divine magical calling and the limit of the divine power she may call upon. The invoker cannot pray for invocations with a Piety Level greater than her Piety rating.

### Communing

This ability, based on Piety, allows a being to make an attempt to call for intervention from his deity or supernatural force. Three differing types of aid may be requested: asking for a sign, a vision, or direct intervention. Direct intervention rarely means that a deity will actually appear, but instead will send one of his minions or will cause some powerful divine effect which alters the course of events. This is all subject to the discretion of the Game Master, who may limit this ability in any way he sees fit.

### Piety Control

Piety Control represents the invoker's current level of divine power that she can draw upon from her deity, via the skill Divine Knowledge. An invoker may only pray for an invocation with a Piety Level less than or equal to her Piety Control. While an invoker's Piety Control may eventually exceed her Piety rating, she can not pray for an invocation with a Piety Level that is higher than her Piety rating. As the practitioner of

Divine Knowledge advances, her Piety Control increases, which reflects the ability to affect a greater area and sustain the invocation for a longer duration.

### Determining Piety Control

Piety Control is equal to two times the Practitioner Title for characters that have acquired Divine Knowledge. It is further modified by the Wisdom attribute and the Theology social skill. The base Piety Control for beings that have not acquired Divine Knowledge is 0, but may be adjusted by the Wisdom attribute and the social skill Theology. Even though a being might have a positive Piety Control before acquiring Divine Knowledge, invocations cannot be prayed for until the being acquires the Divine Knowledge skill. Expressed as a simple formula, Piety Control =

$$\begin{aligned} &(\text{Divine Knowledge Practitioner Title} \times 2) \\ &+ \text{Wisdom attribute modifier} \\ &+ \text{Theology skill bonus} \end{aligned}$$

Practitioner Title is determined by subtracting the Title at which the character obtained Divine Knowledge from the character's Class Title, then adding 1. For example, the Shaman gets Divine Knowledge at 3rd Title. Therefore, a 6th Title Shaman would have a Practitioner Title of 4 ( $6 - 3 = 3 + 1 = 4$ ). Piety Control of the practitioner also determines how powerful an invocation is when used. For example, a given invocation might affect 1 being per Piety Control of the invoker. Thus if an invoker had a 6 Piety Control, she could affect 6 beings.

*Example:* At 1st Class Title, a Druid with a 16 Piety and a 17 Wisdom acquires Divine Knowledge (1st Practitioner Title), and as a result has a base Piety Control of 2. Due to a high Wisdom rating, the Druid gains a +1 Piety Control, raising her Piety Control to 3. This allows her to pray for and release an invocation less than or equal to a Piety Level of 3. Continuing the advancement progression, at 2nd Class Title the Druid's Piety Control would increase 2 points, or upwards to 5. At 8th Class Title (which in this case happens to be 8th Practitioner Title), the Druid would have a 17 Piety Control. Even though this Druid has a 17 Piety Control, no invocation greater than a 16 Piety Level can be prayed for, because her Piety rating is 16.

*Example:* A 1st Class Title Monk has a 15 Piety, 16 Wisdom, and the Theology social skill. He is currently a 0 Practitioner Title, as he will not acquire Divine Knowledge until 3rd Title (at which point he will be 1st Practitioner Title). Thus he has a base Piety Control of 0. Because he has the Theology social skill, the Monk gains a +1 Piety Control, raising his Piety Control to 1. However, invocations may not be prayed for, as Divine Knowledge has not yet been acquired. At 3rd Class Title (1st Practitioner Title), the Monk's base Piety Control would increase to 2, which would be adjusted upwards to 3 because of Theology. He could then pray for invocations of Piety Level 3 or less.

## Prayer and Memorization

### Memorization Points

The mind has limits based on the Knowledge rating and the goals of experience the practitioner has achieved. The practitioner determines her total number of memorization points by adding 1 to her current Goal and multiplying the result by the number of memorization points from the Knowledge Table (see Attributes).

One memorization point per Piety Level of an invocation is required in order to memorize an invocation. Therefore, the practitioner is limited in the total number of different invocations she has available for invoking at any given time. An invocation disappears from the mind once all uses of that invocation have been invoked (see Invocation Uses) and must be prayed for again. Note that memorization points used for invocations subtract from the total memorization points available for both invocations and spells, as well as runes, songs, poems, rituals and other lores.

$$\text{Memorization Points} = (1 + \text{Current Goal}) \times \text{Knowledge Memorization Points}$$

*Example:* At 8th Goal, a Dark Priest with a 17 Knowledge has a total of 90 memorization points,  $(1+8) \times 10$  memorization points, to allocate for invocations.

*Example:* At 27th Goal, a Sage with a 19 Knowledge has a total of 336 memorization points,  $(1+27) \times 12$  memorization points, to allocate between both spells and invocations.

### Praying

To obtain an invocation, the Divine Knowledge practitioner requires a number of unallocated memorization points equal to the Piety Level of the invocation. The practitioner must pray for a time (as defined by Prayer Time for each invocation) and makes a Divine Knowledge skill roll. If the roll is successful and the invocation requested matches the alignment of the practitioner, the invocation is now usable by the invoker. If he fails, that invocation may not be prayed for again until the following day (24 hours after the failure). Note that the availability of certain invocations may be limited to specific deities within a world setting as defined by the Game Master.

Praying for an invocation must occur within an area that will not distract the practitioner. Each distraction during this sacred time requires an Intelligence save to be made or the invoker has lost concentration and must start praying the invocation anew. The practitioner retains the ability to invoke a memorized invocation indefinitely until all uses of an invocation are used. Any invocation may be released from memory at any time to make room for another invocation.

## Invocation Parameters

### Invocation Uses

Unlike spellcasters, an invoker is limited to a number of uses every time he prays for an invocation. The number of uses is based on the Piety Level of the invocation and the Piety Control (abbreviated PC) of the invoker at the time the invocation is prayed for. The number of uses is explicitly defined for each invocation under the "Uses" parameter. When the total number of uses has expired, then the invoker must spend time praying for the invocation before it can again be invoked. Uses are revoked for all invocations if the invoker has an alignment check or changes alignment.

### Prayer Time

This is the time required to pray for this invocation. Once the amount of time has been spent praying for an invocation, a Divine Knowledge skill roll determines if the invocation was granted to the practitioner (see Prayer and Memorization).

### Alignment Restriction

The invocations available to a Divine Knowledge practitioner may be limited by her alignment. If the use of the invocation is restricted to certain alignments they will be listed here. "None" indicates that an invoker of any alignment may pray for this invocation. Neutral denotes that any invoker of neutral alignment, including neutral-good and neutral-evil, is permitted to pray for this invocation. Good denotes that any invoker of good alignment, including neutral-good, is permitted to pray for this invocation. The same example can be applied to invocations restricted to evil. Non-neutral denotes that any invokers with a neutral tendency are not permitted to pray for this invocation. The same example can be applied to non-good and non-evil as well.

### Invoking Time

This defines the amount of time necessary to invoke before the effect is released. Invoking can be interrupted, causing the invocation to fail. If the invoker is jostled, or takes a blow of 10 or fewer points of actual damage, then she is afforded a Will Force save to continue invoking. If a blow is greater than 10 points of actual damage, invoking will automatically be stopped and the invocation will fail. Unlike a spellcaster, an invoker does not make complex gestures or require involved verbal incantations. Thus, the invoker may have objects or weapons in her hands while invoking, but may not fight in combat or use skills or spells that require concentration.

### Distance to Focus

Each invocation has an epicenter from which the effects of the invocation will radiate outward. The distance from the invoker to the center of the effect is defined by each invocation under

“Distance to Focus”. The term “emanates” means that the effect emanates from the invoker’s hand or person. “Self” means that the invocation can only affect the invoker.

## Range

Range is the distance the effect of the invocation may travel from the focus. Some invocations have ranges such as “unlimited”, “sight”, or “same plane”. These ranges mean that the invocation searches that location for its target, such as when summoning a being or sending a message.

## Area Affected

The effects of invocations are limited in scope to affecting a locale and a number of objects or beings. Area affected defines the maximum size of the focus; that is, the size of the area, object, or being that can be affected by this invocation. Protections or existing magical effects may alter the anticipated area affected of an invocation, even reflecting or turning it back on the original invoker. The potential foci of an invocation are defined under this heading for each invocation. Note that the values listed are maximum values, and fewer targets (or a smaller target area) may be specified by the invoker when the invocation is invoked.

## Duration

This is the normal length of time an invocation will remain active once invoked (defined by Duration for each invocation). An invoker can end the effects of any non-instantaneous and non-permanent invocation he has in effect (or is about to invoke). Note that some non-instantaneous invocations can be made to have an indefinite duration with the Permanency invocation. Any invocation which has begun its duration and is still going is considered to be active. An invoker can only have one invocation active per Practitioner Title outside his person, and one invocation active per Practitioner Title on his person. For example, an invoker who is 3rd Practitioner Title (in Divine Knowledge) could have a Divine Weapon, Blessed Light, and Hold all active at once (outside his person). At the same time, he could have Protection from Undead, Detect Supernatural, and Float invoked upon himself. Attempting to invoke an invocation that would exceed these values simply causes the invocation to automatically fail when it is invoked. Note that permanent invocations do not count towards this limit.

## Save

Most invocations affecting objects or beings allow the focus to use Magic Resistance to avoid the effects of the invocation. Some invocations attempt to control a being and allow for the target to make a Control Resistance roll to avoid the effects of the invocation. The resistance that may be used to avoid the outcome of an invocation is listed in the description of the invocation under the Save heading. For certain invocations, “N/A” is listed, as it is assumed that a save is not relevant. Any modifiers to the resistance roll will be found within the invocation

description. If no save is allowed (allowing the effects of the invocation to be automatic), “None” will be listed. Unless otherwise stated within the invocation, if a save is successful, the effects of the invocation do not occur. A being can always choose not to resist and let the invocation take effect. Any time a being makes a save against an invocation, he is aware that he has resisted something, but does not know what or from where it came. Beings that are unconscious (including sleeping) are not affected by invocations requiring a Control Resistance. Beings that are unconscious (including sleeping) are automatically allowed a Magic Resistance to avoid the effects of the invocation. Except for divine magic items, only sapient beings (mental attributes of 5 or higher) are afforded a Control Resistance; control invocations automatically take effect on non-sapient targets. When an invocation can affect multiple targets, then each of the targets is afforded a separate save (if applicable).

## Notes on Invocations

### Changing Forms

Several invocations (such as Elemental Forms and Spirit Form) allow the invoker to assume a different physical form. Unless otherwise stated in the invocation description, all possessions of the invoker are considered part of the invoker’s physical form and subsequently remain with the physical form when the divine form is assumed. Thus, any items worn or wielded by the invoker at the time the invocation is invoked are inaccessible while in the divine form.

### Invoking Requirements

Unless an invocation states that it requires a specific action before the effects are released, the requirements for invoking an invocation are very minimal. A prayer (either in word or thought) and some simple gestures are all that are required for an invoker to release the divine power of her deity. Not only does this allow priests (and priest subclasses) to invoke while wielding a shield or weapon (or both), but invokers may continue to invoke while assuming other forms. (Specifically, an invoker assuming an animal, plant or elemental form still has the capacity to call upon the divine power of their deity.) There are a few caveats that apply when invoking regardless of the circumstances or the form of the invoker. Only one invocation may be invoked at a time and invocations may not be invoked when attacking or performing any other action (except for exercising any Agility defensive modifier the invoker may have). The GM may modify the invoking requirements of any invocation based upon the disposition of the deity.

### Control Effects

When an invoker attempts to control a being already under the influence of another invoker, a contest of control develops. Unless otherwise modified by the Game Master, the invoker with the higher Piety Control gains control of the being (assum-



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ing the invocation save failed) and the invocation effects from the other invoker are dispelled. When two invokers of the same Piety Control attempt to control the same target, there is a split chance respectively of either invoker retaining or gaining control.

While there is no true ratio between aura-based magic and divine magic, when a spellcaster attempts to take control of an entity already under the influence of an invoker, attempts will fail if the amount of Aura used in the spell is less than the invoker's Piety Control. Likewise, the invoker must have a higher Piety Control than the amount of Aura put into a spell in order to gain control of the being. The Game Master is the final arbitrator as to the outcome of control contests between invokers and spellcasters, and this may largely depend on how aura-based magic and divine magic work within his world setting.

## Living vs. Undead (Positive vs. Negative Life Force)

Beings with operational circulatory and respiratory systems that sustain themselves through breathable air, edible food and drinkable water are considered to be alive. Beings that do not have these dependencies and sustain themselves through negative life force are considered undead. Living beings have a positive life force while a undead beings have a negative life force. While not explicitly stated under each skill or invocation, certain divine magic concepts such as healing are assumed to be applied to a being with a positive life force. While it is possible to use these healing skills and invocations on a being with a negative life force, the actual effects generated will be quite different. In most situations, any healing effects used on the undead will have the opposite effect (instead of healing the undead, damage will be inflicted). Along the same vein, any divine magic effect that uses negative energy (such as the skill Wounding or the invocation Harm) will have a healing effect when used on an undead being.

## Divine Magic Items

Divine magic items differ from magic items in that they are created from the divine energy of a deity. The divine power of a deity may be permanently stored within a holy relic by the Imbue Divinity invocation. Permanency can be invoked upon an invocation that has been invoked onto an item. Of course, a deity himself can use his essence to create a divine magic item. The methods beyond these are few and far between, and used at the discretion of the Game Master (the Master's Manual goes into more detail about creating divine items). Divine magic items have four types of effects: abilities, charges, powers, and usages. They work similarly to the effects of magic items, with a few subtle differences.

### Abilities

Abilities are constant effects that take one second to turn on and one second to turn off.

### Charges

A charge is an ability that can be used only once. Once used, it

is gone from the item. An item can however, have multiple charges.

### Powers

Powers are invocations in an item that the user activates from the Piety of the item itself (see Base Piety Level). Activating an item takes five seconds and may involve a thought or deed. The sum of all the Piety Levels of all power's which are activated or active (in use) at one time from divine magic items cannot exceed the wielder's Piety rating. Therefore if a being has a Piety rating of 12 he could not activate a divine item with a power of Piety Level 13 or higher in it. If an item had 2 powers of Piety Level 7, he could only active one of them at a time, and could only have one of them in use at a time.

### Usages

Usages are powers that require the user to have a minimum Piety rating. Such items can be used only by those with a strong connection to a deity.

### Base Piety Level

Divine magic items have a number called Base Piety Level. It is considered the Piety Control at which a power will be activated; i.e., if an invocation gives a range of 3 feet per 2 Piety Control, an item with a Base Piety Level of 20 would give the invocation a range of 30 feet. When an invocation requires that a Practitioner Title be used to determine the outcome of an effect, the item is considered to have 1 Practitioner Title for each 2 full Piety Levels; for example, if an item had a Base Piety Level of 15, it would be treated as if it had a Practitioner Title of 7.

The following classification system is used for divine magic items:

Type	Description
Minor	1-2 powers or abilities
Major	3-5 powers or abilities
Arch	6-9 powers or abilities
Artifact	10+ powers or abilities

### Divine Magic Item Magic Resistance

Magic Resistance for a divine item is its Base Piety Level x 5%.



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Invocations by Name (A-P) Table

Invocation Name	Page #	Level	Invocation Name	Page #	Level
Affinity	302	9	Discern Divinity	306	11
Aggression	297	5	Direct	316	17
Ailment	304	10	Disharmony	309	13
Anguish	306	11	Dispel Divinity	313	15
Animal Messenger	300	7	Divine Blast	318	18
Animal Possession	296	4	Divine Might	303	9
Animal Speak	293	2	Divine Retribution	318	18
Animate Bone	306	11	Divine Right	310	13
Animate Flesh	306	11	Divine Sight	298	6
Anti-Magic	318	18	Divine Strike	308	12
Aphasia	303	9	Divine Weapon	299	6
Aversion	303	9	Divine Wind	314	16
Balk	301	8	Doom	313	15
Bane	318	18	Earthquake	319	19
Blessed Ground	304	10	Elemental Air Form	311	14
Blessed Light	300	7	Elemental Fire Form	318	18
Bravery	306	11	Elemental Earth Form	314	16
Calcify Form	310	14	Elemental Water Form	308	12
Call Lightning	306	11	Enmity	301	8
Calm	300	7	Enrich	310	13
Cause Fatigue	304	10	Entwine	296	4
Chill	292	1	Extend Life	320	19
Clarity	316	17	Fear	303	9
Clean	292	1	Fertilization	316	17
Coexist With Undead	301	8	Float	293	2
Consume Flesh	311	14	Folly	307	11
Contaminate Water	292	1	Fortitude	303	9
Control Air Elemental	301	8	Fortune	307	11
Control Animal	297	5	Freedom	297	5
Control Earth Elemental	304	10	Friendship	302	8
Control Fire Elemental	307	12	Geas	313	15
Control Plant	294	3	Harm	296	4
Control Undead	303	9	Harmony	310	13
Control Water Elemental	298	6	Heal	296	4
Control Weather	311	14	Heroism	313	15
Corrode Metal	304	10	Hold	296	4
Corruption	316	17	Hold Animal	295	3
Crack Leather	298	6	Hold Plant	292	1
Create Food	293	2	Horrors	317	17
Create Greater Undead	313	15	Imbue Divinity	322	20
Create Greater Undead Spirit	316	17	Impoverish	310	13
Create Undead Spirit	309	13	Imprison	315	16
Create Water	293	2	Infuse Soma	299	6
Cure	305	10	Insect Swarm	319	18
Cursed Ground	305	10	Judgment	311	14
Cursed Light	300	7	Levitate	295	3
Dance	309	13	Light	294	2
Darkness	293	2	Mercy	317	17
Deafen	297	5	Mind Touch	299	6
Deflect	295	1	Miracle	324	20
Delirium	313	15	Night Vision	295	3
Detect Enemy	296	4	Panic	301	7
Detect Divinity	300	7	Parch	294	2
Detect Evil	295	3	Path Find	299	6
Detect Good	295	3	Permanency	320	19
Detect Supernatural	301	7	Pestilence	317	17

### Invocations by Name (P-Z) Table

Invocation Name	Page #	Level	Invocation Name	Page #	Level
Petrify Form	312	14	Spirit Shift	314	15
Plane Shift	320	19	Spirit Sphere	315	16
Plant Growth	298	5	Spirit Wall	312	14
Plant Move	297	4	Spiritual Armor	305	10
Plant Possession	294	2	Spiritual Fist	297	4
Plant Speak	292	1	Spiritual Guardian	308	12
Plague	324	20	Spiritual Guide	305	10
Possession	317	17	Spiritual Messenger	301	7
Protection from Undead	302	8	Spiritual Riding Beast	303	9
Purify Food	292	1	Spiritual Shield	295	3
Purify Water	292	1	Spiritual Warrior	308	12
Putrefy Food	292	1	Spiritual Writ	295	3
Read	294	2	Summon Air Elemental	312	14
Reflect Divinity	307	11	Summon Animal	298	5
Regeneration	312	14	Summon Earth Elemental	315	16
Reincarnation	320	19	Summon Fire Elemental	319	18
Rejuvenate	307	11	Summon Undead	312	14
Release	314	15	Summon Water Elemental	309	12
Remove Fatigue	298	5	Surcease	309	12
Resolve	314	15	Tarnish	293	1
Restore	324	20	Tongues	298	5
Restore Form	305	10	Tornado	321	19
Restore Sanity	303	9	Tree Form	312	14
Restore Soul	319	18	Turn Divinity	321	19
Ruin	324	20	Vice	315	16
Sanctity	317	17	Virtue	315	16
Sanctuary	298	5	Vitalize	299	6
Scourge	308	12	Waken	294	2
Sign	297	4	Wall of Bone	307	11
Silence	299	6	Wall of Protection	305	10
Siphon Soma	299	6	Wall of Thorns	302	8
Sphere of Protection	308	12	Wall of Water	307	11
Slow Death	319	18	Wall of Wind	304	9
Spirit Flow	310	13	Warm	293	1
Spirit Form	324	20	Warp Wood	302	8
Spirit Leak	310	13	Wind Voice	293	1
Spirit Porter	302	8	Wither Food	294	2

### Invocations by Piety Level (1-6)

Piety Level 1		Piety Level 2		Piety Level 3	
1) Chill	None	1) Animal Speak	Neutral	1) Control Plant	Neutral
2) Clean	Non-Evil	2) Create Food	None	2) Deflect	None
3) Contaminate Water	Non-Good	3) Create Water	None	3) Detect Evil	Good
4) Hold Plant	Neutral	4) Darkness	Evil	4) Detect Good	Evil
5) Plant Speak	Neutral	5) Float	None	5) Hold Animal	Neutral
6) Purify Food	Non-Evil	6) Light	Good	6) Levitate	None
7) Purify Water	Non-Evil	7) Parch	None	7) Night Vision	None
8) Putrefy Food	Non-Good	8) Plant Possession	Neutral	8) Spiritual Shield	None
9) Tarnish	Non-Good	9) Read	None	9) Spiritual Writ	None
10) Warm	None	10) Waken	None		
11) Wind Voice	None	11) Wither Food	None		

Piety Level 4		Piety Level 5		Piety Level 6	
1) Animal Possession	Neutral	1) Aggression	Evil	1) Control Water Elemental	None
2) Detect Enemy	None	2) Control Animal	Neutral	2) Crack Leather	Neutral
3) Entwine	Neutral	3) Deafen	None	3) Divine Sight	None
4) Harm	Evil	4) Freedom	None	4) Divine Weapon	None
5) Heal	Good	5) Plant Growth	Neutral	5) Infuse Soma	None
6) Hold	None	6) Remove Fatigue	None	6) Mind Touch	None
7) Plant Move	Neutral	7) Sanctuary	Good	7) Path Find	None
8) Sign	None	8) Summon Animal	Neutral	8) Silence	None
9) Spiritual Fist	None	9) Tongues	None	9) Siphon Soma	Evil
				10) Vitalize	Neutral



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## Invocations by Piety Level (7-20)

Piety Level 7		Piety Level 8		Piety Level 9	
1) Animal Messenger	Neutral	1) Balk	None	1) Affinity	None
2) Blessed Light	Good	2) Coexist With Undead	Evil	2) Aphasia	None
3) Calm	Non-Evil	3) Control Air Elemental	None	3) Aversion	None
4) Cursed Light	Evil	4) Enmity	Non-Good	4) Control Undead	Evil
5) Detect Divinity	None	5) Friendship	Non-Evil	5) Divine Might	Non-Neutral
6) Detect Supernatural	None	6) Protection From Undead	Non-Evil	6) Fear	Non-Good
7) Panic	Non-Good	7) Spirit Porter	None	7) Fortitude	None
8) Spiritual Messenger	Non-Neutral	8) Wall of Thorns	Neutral	8) Restore Sanity	None
		9) Warp Wood	Neutral	9) Spiritual Riding Beast	None
				10) Wall of Wind	Neutral

Piety Level 10		Piety Level 11		Piety Level 12	
1) Ailment	Evil	1) Anguish	Non-Good	1) Control Fire Elemental	None
2) Blessed Ground	Good	2) Animate Bone	Evil	2) Divine Strike	Non-Neutral
3) Cause Fatigue	None	3) Animate Flesh	Evil	3) Elemental Water Form	None
4) Control Earth Elemental	None	4) Bravery	Non-Evil	4) Scourge	Evil
5) Corrode Metal	None	5) Call Lightning	Neutral	5) Sphere of Protection	None
6) Cure	Good	6) Discern Divinity	None	6) Spiritual Guardian	None
7) Cursed Ground	Evil	7) Folly	Non-Good	7) Spiritual Warrior	None
8) Restore Form	None	8) Fortune	Non-Evil	8) Summon Water Elemental	None
9) Spiritual Armor	None	9) Reflect Divinity	None	9) Surcease	Good
10) Spiritual Guide	None	10) Rejuvenate	Neutral		
11) Wall of Protection	None	11) Wall of Bone	Non-Good		
		12) Wall of Water	Neutral		

Piety Level 13		Piety Level 14		Piety Level 15	
1) Create Undead Spirit	Evil	1) Calcify Form	Evil	1) Create Greater Undead	Evil
2) Dance	None	2) Consume Flesh	Non-Good	2) Delirium	Evil
3) Disharmony	Non-Good	3) Control Weather	Neutral	3) Dispel Divinity	None
4) Divine Right	Active	4) Elemental Air Form	None	4) Doom	Non-Good
5) Enrich	None	5) Judgment	Neutral	5) Geas	None
6) Harmony	Non-Evil	6) Petrify Form	Good	6) Heroism	Non-Evil
7) Impoverish	None	7) Regeneration	None	7) Release	None
8) Spirit Flow	Non-Evil	8) Spirit Wall	None	8) Resolve	None
9) Spirit Leak	Non-Good	9) Summon Air Elemental	None	9) Spirit Shift	None
		10) Summon Undead	Evil		
		11) Tree Form	Neutral		

Piety Level 16		Piety Level 17		Piety Level 18	
1) Divine Wind	None	1) Clarity	None	1) Anti-Magic	None
2) Elemental Earth Form	None	2) Corruption	Evil	2) Bane	None
3) Imprison	None	3) Create Greater Undead Spirit	Evil	3) Divine Blast	Non-Neutral
4) Spirit Sphere	None	4) Direct	None	4) Divine Retribution	Fanatical
5) Summon Earth Elemental	None	5) Fertilization	Non-Evil	5) Elemental Fire Form	None
6) Vice	None	6) Horrors	None	6) Insect Swarm	Neutral
7) Virtue	None	7) Mercy	None	7) Restore Soul	None
		8) Pestilence	Non-Good	8) Slow Death	None
		9) Possession	Non-Good	9) Summon Fire Elemental	None
		10) Sanctity	Good		



Piety Level 19		Piety Level 20	
1) Earthquake	None	1) Imbue Divinity	None
2) Extend Life	None	2) Miracle	None
3) Permanency	None	3) Plague	Non-Good
4) Plane Shift	None	4) Restore	None
5) Reincarnation	Neutral	5) Ruin	None
6) Tornado	Neutral	6) Spirit Form	Non-Neutral
7) Turn Divinity	None		



## Piety Level 1

### CHILL

**Alignment Restriction:** None **Save:** Magic Resistance  
**Prayer Time:** 5 Minutes **Uses:** 3 per PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Object or Being **Duration:** 15 Min. PC  
**Distance to Focus:** 5' per PC

**Description:** The ambient temperature surrounding a being or object is lowered up to 5 degrees per Piety Control of the invoker from the current atmospheric temperature.

**Notes:** Multiple Chill invocations are not cumulative.

### CLEAN

**Alignment Restriction:** Non-Evil **Save:** Magic Resistance  
**Prayer Time:** 5 Minutes **Uses:** 3 per PC  
**Invoking Time:** 2 Seconds **Range:** None  
**Area Affected:** 1 ft<sup>2</sup> per PC **Duration:** Instantaneous  
**Distance to Focus:** 5' per PC

**Description:** Dust, grime, scum and bacteria vanish from the area affected making the target clean and polished.

**Notes:** When used against slime or earth based beings, 1d4 magical damage per 2 Piety Control is applied to a single random location. If the slime or earth based creature has been summoned from another plane, then there is a 1% chance per invoker's Piety Control of banishing the creature to its home plane.

### CONTAMINATE WATER

**Alignment Restriction:** Non-Good **Save:** Magic Resistance  
**Prayer Time:** 5 Minutes **Uses:** 3 per PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** 1ft<sup>3</sup> PC **Duration:** Instantaneous  
**Distance to Focus:** 5' per PC

**Description:** Introduces a variety of bacteria, viruses and toxins to the water within the area affected, causing the liquid to become noticeably cloudy. Additionally, the water acquires an acidic or basic pH balance (invoker's choice) by the introduction of salt and other minerals. The toxin severity is minimal, but enough to cause dysentery in animals and wilting in plants if a Poison Resistance save at +20% is failed. Each failure indicates the being has suffered one level of fatigue. Poison Resistance attempts may be made every 6 hours.

**Special Notes:** Beings inhabiting or submersed in Contaminated Water automatically fail their Poison Resistance.

### HOLD PLANT

**Alignment Restriction:** Neutral **Save:** Control Resistance  
**Prayer Time:** 5 Minutes **Uses:** 3 per PC  
**Invoking Time:** 2 Seconds **Range:** None  
**Area Affected:** 1 Plant **Duration:** 30 Sec./PC  
**Distance to Focus:** 5' per PC

**Description:** Causes one plant to be held immobile for the duration of the invocation.

**Notes:** Hold Plant is effective against Entwine and Plant Move.

### PLANT SPEAK

**Alignment Restriction:** Neutral **Save:** None  
**Prayer Time:** 5 Minutes **Uses:** 3 per PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Plant **Duration:** 1 Min. PC  
**Distance to Focus:** Touch

**Description:** Sapience is bestowed upon a single plant allowing the foliage to speak with a magical voice projecting from the center of the plant. The plant will be able to recall events in the vicinity from the moment its first stem sprouted. While the plant may converse in the invoker's birth language, its grasp of the language (including vocabulary and grammar) is limited. Of course, as non-magical plants have no sight, they will not have memory of visual images. The Game Master is the judge of how much information the plant can give.

**Notes:** Plants that have been abused (stomped, burned, or cut) may be unwilling to speak.

### PURIFY FOOD

**Alignment Restriction:** Non-Evil **Save:** Magic Resistance  
**Prayer Time:** 5 Minutes **Uses:** 3 per PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 lb. per PC **Duration:** Instantaneous  
**Distance to Focus:** 5' per PC

**Description:** Removes all bacteria, viruses and toxins from the food in the area affected. Spoiled food (even that made rotten by Putrefy Food) will become edible, if not appetizing. The purified food will be suitable for any divine rituals requiring edible offerings.

### PURIFY WATER

**Alignment Restriction:** Non-Evil **Save:** Magic Resistance  
**Prayer Time:** 5 Minutes **Uses:** 3 per PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 ft<sup>3</sup> per PC **Duration:** Instantaneous  
**Distance to Focus:** 5' per PC

**Description:** Removes all salt, suspended materials, bacteria, viruses and toxins from the water in the area affected and adjusts the water to a mineral and pH balance appropriate for drinking. When invoked on any sort of drink (including fruit juice and alcoholic spirits), only purified water will remain. The water purified by this invocation will be suitable for any divine rituals requiring washing with or drinking water.

### PUTREFY FOOD

**Alignment Restriction:** Non-Good **Save:** Magic Resistance  
**Prayer Time:** 5 Minutes **Uses:** 3 per PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 lb. per PC **Duration:** Instantaneous  
**Distance to Focus:** 5' per PC

**Description:** Causes any food (including food cleansed by Purify Food) to become spoiled and inedible, resulting in a rotten stench to permeate the surrounding area. Any being ingesting the spoiled food must make a Poison Resistance or become ill for a number of hours equal to the invoker's Piety Control, and suffer one level of physical fatigue for the duration.

## TARNISH

**Alignment Restriction:** Non-Good **Save:** Magic Resistance  
**Prayer Time:** 5 Minutes **Uses:** 3 per PC  
**Invoking Time:** 2 Seconds **Range:** None  
**Area Affected:** 1 ft<sup>2</sup> per PC **Duration:** Instantaneous  
**Distance to Focus:** 5' per PC

**Description:** Dust, grime, scum and bacteria appear on the area affected making the target dirty and dull looking.

**Notes:** When invoked on slime and earth based creatures, Tarnish magically heals 1d4 damage per 2 Piety Control to one area.

## WARM

**Alignment Restriction:** None **Save:** Magic Resistance  
**Prayer Time:** 5 Minutes **Uses:** 3 per PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Object or Being **Duration:** 15 Min./PC  
**Distance to Focus:** 5' per PC

**Description:** The ambient temperature surrounding a being or object is raised up to 5 degrees per Piety Control of the invoker from the current atmospheric temperature.

**Notes:** Multiple Warm invocations are not cumulative.

## WIND VOICE

**Alignment Restriction:** None **Save:** N/A  
**Prayer Time:** 5 Minutes **Uses:** 3 per PC  
**Invoking Time:** 5 Seconds **Range:** Same Plane  
**Area Affected:** None **Duration:** Instantaneous  
**Distance to Focus:** Self

**Description:** The invoker spends the time necessary to compose and speak a message of no more than one word per Piety Control. As the invoker speaks the message, the recipient is visualized and a light wind blows across the path of the recipient where a voice is heard within the wind repeating the message. The message is spoken three times, and then the Wind Voice vanishes.

## Piety Level 2

## ANIMAL SPEAK

**Alignment Restriction:** Neutral **Save:** None  
**Prayer Time:** 10 Minutes **Uses:** 3 per PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Animal **Duration:** 1 Min./PC  
**Distance to Focus:** Touch

**Description:** Sapience is bestowed upon a single animal allowing the animal to speak with a magical voice if existing vocal chords are not developed enough to already speak. The animal will be able to recall events occurring in the vicinity of its life from the moment it was born. While the animal may converse in the invoker's birth language, its grasp of the language (including vocabulary and grammar) is limited.

**Notes:** Animals that have been mistreated may refuse to answer questions unless they are under some other form of compulsion.

## CREATE FOOD

**Alignment Restriction:** None **Save:** N/A  
**Prayer Time:** 10 Minutes **Uses:** 3 per PC  
**Invoking Time:** 1 Minute **Range:** None  
**Area Affected:** 1 Morsel per PC **Duration:** Permanent  
**Distance to Focus:** 1' per PC

**Description:** This invocation causes mere crumbs and morsels to become portions large enough for a meal. The food created is of the same type as the morsel but enough is created to represent one meal for a single individual.

## CREATE WATER

**Alignment Restriction:** None **Save:** N/A  
**Prayer Time:** 10 Minutes **Uses:** 3 per PC  
**Invoking Time:** 1 Minute **Range:** None  
**Area Affected:** See below **Duration:** Permanent  
**Distance to Focus:** 1' per PC

**Description:** Allows the invoker to fill one container per Piety Control with water. No more than one gallon per Piety Control can be created by this invocation in any one container.

**Notes:** Practitioners of Bless have a chance to make holy water equal to their Bless skill chance. Practitioners of Blasphemy have a chance to make unholy water equal to their Blasphemy skill chance.

## DARKNESS

**Alignment Restriction:** Evil **Save:** Magic Resistance  
**Prayer Time:** 10 Minutes **Uses:** 3 per PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** 2' Radius per PC **Duration:** 30 Sec./PC  
**Distance to Focus:** 3' per PC

**Description:** Creates a sphere of darkness within the area affected which negates all forms of vision to all within the globe, even the invoker. The sphere can be centered on a fixed location, but the globe will not move from the point where it was created.

**Notes:** All beings within the globe are at -8 to hit with melee weapons, -16 to hit with missile weapons, -4 to damage, -20% to all combat skills and have no defensive modifier for the duration of the invocation. Furthermore, these beings are immune to all gaze attacks (such as Fear, Brilliance, Entrancement and Illusion of Sight).

## FLOAT

**Alignment Restriction:** None **Save:** Magic Resistance  
**Prayer Time:** 10 Minutes **Uses:** 3 per PC  
**Invoking Time:** 2 Seconds **Range:** None  
**Area Affected:** 1 Object or Being **Duration:** 30 Sec./PC  
**Distance to Focus:** Touch

**Description:** When this invocation is invoked upon a being or object, Float causes one object or being (of no more than 1/2 a ton) to float weightless, as if he were unaffected by gravity. This, however, does not grant the ability of flight, as the being has no way to propel himself. The affected being or object is at the mercy of the wind or other elements just as if his body had been turned into a balloon. If a being is falling, then air resistance will stop the fall of the being, but he will start moving in a random direction until he finds a way to gain control



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of himself. The being can find something solid to push himself off of in order to move, but as long as air is around the being, he will be affected by air resistance.

**Notes:** This invocation will not work on any being which does not wish it to, and the Magic Resistance save is considered automatic.

## LIGHT

**Alignment Restriction:** Good  
**Prayer Time:** 10 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** 2' Radius PC  
**Distance to Focus:** 3' per PC

**Save:** Magic Resistance  
**Uses:** 3 per PC  
**Range:** None  
**Duration:** 30 Sec./PC

**Description:** Creates a sphere of glowing light within the area affected. The sphere can be centered on a fixed location, but is not mobile and will not move from the location where it was created. The light is able to blind creatures with night vision (see Characteristics).

## PARCH

**Alignment Restriction:** None  
**Prayer Time:** 10 Minutes  
**Invoking Time:** 1 Minute  
**Area Affected:** See below  
**Distance to Focus:** 1' per PC

**Save:** Magic Resistance  
**Uses:** 3 per PC  
**Range:** None  
**Duration:** Instantaneous

**Description:** Causes a container filled or area covered with up to 1 gallon per Piety Control of water (or a water based liquid) to rapidly dehydrate. For water based liquids, all water is evaporated leaving a dry residue powder consisting of the ingredients

**Notes:** When used against elemental water based beings, 1d4 damage per 2 Piety Control is applied to a single random location. If the elemental water based being has been summoned from another plane, then there is a 1% chance per Piety Control of the invoker of banishing the creature to its home plane. When used against beings with an epidermal layer, all moisture including sweat is removed from a single random location causing no ill effects other than dried skin.

## PLANT POSSESSION

**Alignment Restriction:** Neutral  
**Prayer Time:** 10 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** 1 Plant  
**Distance to Focus:** Touch

**Save:** Control Resistance  
**Uses:** 3 per PC  
**Range:** 100' per PC  
**Duration:** 10 Min./PC

**Description:** Allows the invoker to take control of a single plant by immersing his psyche within the plant. Once possessed, vines may entwine, branches may grab and thorns may puncture. During this time the invoker is only dimly aware of his own body as he is concentrating on the actions of the plant.

**Notes:** Rooted plants remain stationary.



## READ

**Alignment Restriction:** None  
**Prayer Time:** 10 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** Invoker  
**Distance to Focus:** Self

**Save:** N/A  
**Uses:** 3 per PC  
**Range:** None  
**Duration:** 1 Min./PC

**Description:** Allows the user to understand all written script not magically protected (except that which is written in code). The invoker mentally sees the script as if it was written in a language that he understands.

**Notes:** The invoker must know at least one written language to use this invocation.

## WAKEN

**Alignment Restriction:** None  
**Prayer Time:** 10 Minutes  
**Invoking Time:** 5 Seconds  
**Area Affected:** 1 Being per PC  
**Distance to Focus:** 2' per PC

**Save:** Magic Resistance  
**Uses:** 3 per PC  
**Range:** None  
**Duration:** Instantaneous

**Description:** Causes all drowsiness and effects of sleep (magical or mundane) to be instantaneously removed from the targeted beings.

## WITHER FOOD

**Alignment Restriction:** None  
**Prayer Time:** 10 Minutes  
**Invoking Time:** 1 Minute  
**Area Affected:** 1 lb. per PC  
**Distance to Focus:** 1' per PC

**Save:** Magic Resistance  
**Uses:** 3 per PC  
**Range:** None  
**Duration:** Instantaneous

**Description:** Causes any variety of food to rapidly deteriorate and decompose into an inedible dust, leaving any bones or other indigestible items to remain.

**Notes:** This invocation has no effect on living plants or animals.

## Piety Level 3



## CONTROL PLANT

**Alignment Restriction:** Neutral  
**Prayer Time:** 15 Minutes  
**Invoking Time:** 5 Seconds  
**Area Affected:** 1 Plant per 2 PC  
**Distance to Focus:** 5' per PC

**Save:** Control Resistance  
**Uses:** 2 per PC  
**Range:** None  
**Duration:** 1 Min./PC

**Description:** Causes one sapient plant to obey the mental commands of the invoker.

**Notes:** This invocation does not grant the ability for a plant to uproot itself. Commands that go against the nature of the plant cause Control Plant to fail.

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## DEFLECT

**Alignment Restriction:** None  
**Prayer Time:** 15 Minutes  
**Invoking Time:** 1 Seconds  
**Area Affected:** 1 Missile  
**Distance to Focus:** 1' from Invoker  
**Save:** N/A  
**Uses:** 2 per PC  
**Range:** None  
**Duration:** Instantaneous

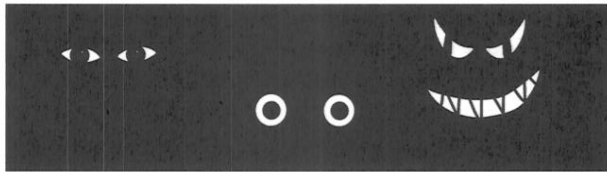
**Description:** Causes any missile that would strike the invoker to deflect off an invisible barrier one foot from the invoker.

**Notes:** In the unlikely event that the missile is deemed to have struck a secondary target, total damage is reduced by 1/2, or if it has only 1 die of damage it is eliminated altogether. Weapons fired from as close as short range have a 50% chance of striking the invoker before the invocation takes effect.

## DETECT EVIL

**Alignment Restriction:** Good  
**Prayer Time:** 15 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** Invoker  
**Distance to Focus:** Self  
**Save:** N/A  
**Uses:** 2 per PC  
**Range:** Sight  
**Duration:** 30 Sec./PC

**Description:** Allows the invoker to see the Aura color of evil beings within the range specified. No more than one separate source of evil can be seen per 2 Piety Control at any given time, starting with the strongest source.



## DETECT GOOD

**Alignment Restriction:** Evil  
**Prayer Time:** 15 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** Invoker  
**Distance to Focus:** Self  
**Save:** N/A  
**Uses:** 2 per PC  
**Range:** Sight  
**Duration:** 30 Sec./PC

**Description:** Allows the invoker to see the Aura color of good beings within the range specified. No more than one separate source of good can be seen per 2 Piety Control at any given time, starting with the strongest source.

## HOLD ANIMAL

**Alignment Restriction:** Neutral  
**Prayer Time:** 15 Minutes  
**Invoking Time:** 5 Seconds  
**Area Affected:** 1 Animal per PC  
**Distance to Focus:** 3' per PC  
**Save:** Control Resistance  
**Uses:** 2 per PC  
**Range:** None  
**Duration:** 10 Sec./PC

**Description:** Causes an animal to become rigid and immobile for the duration of the invocation.

**Notes:** Animals affected by Hold Animal can still breathe. Sapient animals get a Control Resistance.

**Special Notes:** Animals with a Will Force of 15 or higher are not affected by this invocation.

## LEVITATE

**Alignment Restriction:** None  
**Prayer Time:** 15 Minutes  
**Invoking Time:** 5 Seconds  
**Area Affected:** 1 Being  
**Distance to Focus:** Touch  
**Save:** Magic Resistance  
**Uses:** 2 per PC  
**Range:** None  
**Duration:** 15 Sec./PC

**Description:** This invocation works exactly as float, except it allows an affected being to control his upward and downward velocity at a rate of up to 5' per second.

**Notes:** Sideways momentum as well as wind may affect lateral movement.

## NIGHT VISION

**Alignment Restriction:** None  
**Prayer Time:** 15 Minutes  
**Invoking Time:** 1 Minute  
**Area Affected:** 1 Being  
**Distance to Focus:** Touch  
**Save:** Magic Resistance  
**Uses:** 2 per PC  
**Range:** 120'  
**Duration:** 30 Min./PC

**Description:** Bestows the special sight ability night vision, allowing the recipient to see in near and complete darkness. Night vision sight range is 120' with full clarity.

**Notes:** Beings affected by this invocation that are exposed to intense heat or bright light are temporarily blinded for 3d4 minutes.

## SPIRITUAL SHIELD

**Alignment Restriction:** None  
**Prayer Time:** 15 Minutes  
**Invoking Time:** 2 Seconds  
**Area Affected:** 3' Diameter Shield  
**Distance to Focus:** 5' per PC  
**Save:** N/A  
**Uses:** 2 per PC  
**Range:** 5' per 2 PC  
**Duration:** 10 Sec./PC

**Description:** Creates a transparent shield of divine force controllable by the invoker that can be placed between two objects or beings. The shield acts as a barrier and stops attacks between the two if the invoker makes a Will Force save. However, all magical weapons and magical effects pass through the shield. The Spiritual Shield cannot block more than one blow per second unless two or more blows are simultaneously aimed for the same area. In such cases, only a single Will Force save is required to block the blows. The shield only stops 100 points of damage; any amount over 100 will damage the area below the shield.

**Notes:** While the shield is active, no other invocations can be invoked (nor can any spells be cast) and the invoker can take no offensive action. The shield can be used to protect any object or being within the specified range. Only one Spiritual Shield per invoker may be in effect at any one time.

## SPIRITUAL WRIT

**Alignment Restriction:** None  
**Prayer Time:** 15 Minutes  
**Invoking Time:** 1 Minute  
**Area Affected:** 1 Being  
**Distance to Focus:** Touch  
**Save:** N/A  
**Uses:** 2 per PC  
**Range:** None  
**Duration:** 30 Min./PC

**Description:** Allows the invoker to create divinely magical scriptures that are imbued with the divine power of her deity. When the invoker uses Spiritual Writ and makes a successful Divine Knowledge roll, one available use of a single invocation memorization is stored within the

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Spiritual Writ at the current Piety Control of the invoker. The invocation stored within the scroll is no longer available to the invoker until the writ is used.

**Notes:** Any being of the same alignment can read the language in which the Spiritual Writ was written. Non-priests releasing the invocation stored in the Spiritual Writ do so at 1/2 the Piety Control of the invoker who created it while priests release the invocation at full strength. Once the invocation is released, the Spiritual Writ no longer holds divine power.

**Special Notes:** For example, if Spiritual Writ is used by an invoker with a 4 Piety Control to make a writ of Levitate, then the invoker will have only 7 uses thereafter (Levitate use is 2 uses per Piety Control, which normally equals 8 uses). Even when this invoker next prays for Levitation the invoker will receive 7 uses instead of 8. When the writ is used and the invoker prays again for Levitate, all 8 uses return.

## Piety Level 4



### ANIMAL POSSESSION

**Alignment Restriction:** Neutral **Save:** Control Resistance  
**Prayer Time:** 20 Minutes **Uses:** 2 per PC  
**Invoking Time:** 10 Seconds **Range:** 1 Mile per PC  
**Area Affected:** 1 Animal **Duration:** 10 Min./PC  
**Distance to Focus:** Touch

**Description:** Allows the invoker to take control of a single animal by immersing his psyche within the animal. Once possessed, the actions of the animal are under the complete control of the invoker, and the invoker can sense her surroundings through the sensing organs of the animal. During this time the invoker is only dimly aware of her own body as she is concentrating on the actions of the animal.

### DETECT ENEMY

**Alignment Restriction:** None **Save:** N/A  
**Prayer Time:** 20 Minutes **Uses:** 2 per PC  
**Invoking Time:** 10 Seconds **Range:** Sight  
**Area Affected:** Invoker **Duration:** 30 Sec./PC  
**Distance to Focus:** Self

**Description:** Allows the invoker to sense hostility (toward the invoker) in beings within sight of the invoker.

### ENTWINE

**Alignment Restriction:** Neutral **Save:** Magic Resistance  
**Prayer Time:** 20 Minutes **Uses:** 2 per PC  
**Invoking Time:** 5 Seconds **Range:** None  
**Area Affected:** 1 per 2 PC **Duration:** 10 Sec./PC  
**Distance to Focus:** 2' per PC

**Description:** Causes the affected number of plants to entwine and bind a specified target.

Plant Type	Entangle	Holding
Bush, thick	25%	50% - 2% per Strength rating of target
Tree, small	50%	60% - 2% per Strength rating of target
Tree, medium	60%	70% - 2% per Strength rating of target
Tree, large	70%	80% - 2% per Strength rating of target
Vines*	80%	90% - 2% per Strength rating of target

**Plant Type:** The general type of plant being affected by Entwine.

**Entangle:** The chance per 10 seconds of entangling an actively moving target. Non-moving targets are automatically entangled.

**Holding:** The chance occurring every 10 seconds of holding on to an entangled target.

\*Vines do an additional 3d6 constriction damage per 10 seconds in areas held.

**Notes:** Entangling does not allow a plant to uproot itself. The plant may only strike victims that are within range of its foliage. Each plant may target different beings.

### HARM

**Alignment Restriction:** Evil **Save:** Magic Resistance  
**Prayer Time:** 20 Minutes **Uses:** 2 per PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** Invoker **Duration:** Until Discharged  
**Distance to Focus:** Touch

**Description:** Causes the invoker's hands to become charged with harmful negative energy. Through touch (even through magical armor), the invoker discharges the energy causing bruises, blisters and tearing of the skin that inflicts 1d4+1 damage per 2 Piety Control of the invoker in the area touched.

**Notes:** Magical protections, such as the spell Force Armor or the invocation Spiritual Armor, will prevent Harm from being discharged. If the target makes a Magic Resistance roll by less than or equal to 1/2 the chance, then no damage is taken. If the Magic Resistance was made, but at greater than a 1/2 save, then half damage is taken. An invoker may not wound the same body area more than once with this invocation, though other invokers may wound the area.

### HEAL

**Alignment Restriction:** Good **Save:** Magic Resistance  
**Prayer Time:** 20 Minutes **Uses:** 2 per PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** Invoker **Duration:** Until Discharged  
**Distance to Focus:** Touch

**Description:** Causes the invoker's hands to become charged with positive healing energy. Through touch (even through magical armor) the invoker discharges the energy causing an existing wound to be relieved of 1d4+1 damage per 2 Piety Control of the invoker.

**Notes:** Magical protections like the spell Force Armor or the invocation Spiritual Armor will prevent Heal from being discharged. If the target does not wish to be healed, and makes a Magic Resistance roll by less than or equal to 1/2 the chance, then no healing is performed. If the Magic Resistance was made but at greater than a 1/2 save, then only half the effects of the healing occur.

**Special Notes:** The invoker may not heal an area more than once with this invocation.

### HOLD

**Alignment Restriction:** None **Save:** Control Resistance  
**Prayer Time:** 20 Minutes **Uses:** 2 per PC  
**Invoking Time:** 5 Seconds **Range:** None  
**Area Affected:** 1 Being **Duration:** 10 Sec./PC  
**Distance to Focus:** 3' per PC

**Description:** Causes one being to become rigid and immobile for the duration of the invocation.



**Notes:** Beings affected by this invocation can still breathe. A new Control Resistance (with a cumulative +5% modifier) is made every 10 seconds to break free of the invocation.

**Special Notes:** Beings with a Will Force of 15 or higher are not affected by this invocation.

## PLANT MOVE

**Alignment Restriction:** Neutral **Save:** Magic Resistance  
**Prayer Time:** 20 Minutes **Uses:** 2 per PC  
**Invoking Time:** 5 Seconds **Range:** None  
**Area Affected:** 1 per 2 PC **Duration:** 10 Sec./PC  
**Distance to Focus:** 2' per PC

**Description:** Causes one plant to become mobile moving 60 feet every 10 seconds.

**Notes:** If the plant is not sapient, it will move as indicated by the invoker. If the plant is sapient, it will move on its own.

## SIGN

**Alignment Restriction:** None **Save:** N/A  
**Prayer Time:** 20 Minutes **Uses:** 2 per PC\*  
**Invoking Time:** 10 Minutes **Range:** Special  
**Area Affected:** See below **Duration:** See below  
**Distance to Focus:** Special

**Description:** The invoker prays for a sign to be used to determine the best choice between two or more choices. The GM determines if any appropriate sign is possible and then causes something representing the answer to happen. It is then up to the invoker to interpret the sign.

**Notes:** For example, a party is searching for a kidnap victim within a maze and reach a four-way junction, wondering which path to follow. The priestess prays for a sign while secretly, the GM decides what, if any, sign to provide. In this case the GM decides to cause a stone to turn under the foot of the Priestess if she heads in the right direction. The party waits and nothing seems happens, and assume that the Sign failed. The party takes a wrong passage and later returns to the four-way intersection. This time they pick the right way and the stone turns under her foot as envisioned in the sign.

**Special Notes:** \*No more than one sign about a particular matter will be granted within a 24-hour period. There is no guarantee of a sign and not all situations will warrant a sign (the GM has complete discretion).

## SPIRITUAL FIST

**Alignment Restriction:** None **Save:** None  
**Prayer Time:** 20 Minutes **Uses:** 2 per PC  
**Invoking Time:** 5 Seconds **Range:** 1' per PC  
**Area Affected:** 1 per 2 PC **Duration:** Instantaneous  
**Distance to Focus:** Self

**Description:** After 5 seconds, the invoker motions at a target with his clenched hand. A fist of divine force is thrown at a target, requiring the invoker to make a missile attack roll to hit. For every 2 seconds per 2 Piety Control, another fist may be thrown at the same or different target. The fists are visible to all and have a glow surrounding them equal in color to the invoker's alignment. If the fist strikes an opponent, all non-magical armor is bypassed and 2d4 smashing damage will be dealt to the target. Each fist vanishes once it strikes a target or reaches the maximum range.

## Piety Level 5



## AGGRESSION

**Alignment Restriction:** Evil **Save:** Magic Resistance  
**Prayer Time:** 25 Minutes **Uses:** 1 per PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being **Duration:** 10 Sec./PC  
**Distance to Focus:** 2' per PC

**Description:** If the being fails his Magic Resistance, all enemies who can sense the being affected by Aggression are compelled to attack that being, ignoring all other opponents unless a successful Control Resistance is made.

**Special Notes:** If multiple beings are affected by Aggression, and an enemy has failed Control Resistance saves versus multiple beings, then the enemy will attack the nearest being affected by Aggression.

## CONTROL ANIMAL

**Alignment Restriction:** Neutral **Save:** Control Resistance  
**Prayer Time:** 25 Minutes **Uses:** 1 per PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Animal **Duration:** 30 Sec./PC  
**Distance to Focus:** 3' per PC

**Description:** Causes one animal to obey the mental commands of the invoker. Commands that go against the nature of the animal cause Control Animal to fail.

## DEAFEN

**Alignment Restriction:** None **Save:** Magic Resistance  
**Prayer Time:** 25 Minutes **Uses:** 1 per PC  
**Invoking Time:** 5 Seconds **Range:** None  
**Area Affected:** 1 Being **Duration:** 30 Sec./PC  
**Distance to Focus:** 3' per PC

**Description:** Causes one being to be temporarily struck deaf for the duration of this invocation.

**Notes:** Deafened beings are -1 to initiative, +50% to be surprised and +1 to be struck during combat.

## FREEDOM

**Alignment Restriction:** None **Save:** Magic Resistance  
**Prayer Time:** 25 Minutes **Uses:** 1 per PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being **Duration:** 15 Sec. /PC  
**Distance to Focus:** 2' per PC

**Description:** Causes the affected being to be immune to magical paralysis, hold and sleep spells, invocations and effects. If a being is already affected by magical paralysis, hold or sleep then those effects will be dispelled.

**Notes:** This invocation has no effect on physical restraints such as rope or manacles, or on magical restraints such as Web of Entanglement or Entwined plants.

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## PLANT GROWTH

**Alignment Restriction:** Neutral  
**Prayer Time:** 25 Minutes  
**Invoking Time:** 1 Minute  
**Area Affected:** 1 Plant  
**Distance to Focus:** 3' per PC

**Save:** Magic Resistance  
**Uses:** 1 per PC  
**Range:** None  
**Duration:** Permanent

**Description:** Causes one plant (including a non-germinating seed) to grow up to three years per Piety Control of the invoker.

**Notes:** The plant can be shaped while it grows, allowing interesting results. When invoked on a plant that has a life span less than the amount of growth allowed by the invoker, the plant dies.

**Special Notes:** When combined with ample amounts of water (such as with Create Water), the growth is three times as great, causing a plant to grow nine years per Piety Control of the invoker.



## REMOVE FATIGUE

**Alignment Restriction:** None  
**Prayer Time:** 25 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** 1 Being  
**Distance to Focus:** Touch

**Save:** Magic Resistance  
**Uses:** 1 per PC  
**Range:** None  
**Duration:** Instantaneous

**Description:** Causes all physical and mental fatigue to be removed from the affected individual.

## SANCTUARY

**Alignment Restriction:** Good  
**Prayer Time:** 25 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** All enemies  
**Distance to Focus:** Self

**Save:** See below  
**Uses:** 1 per PC  
**Range:** None  
**Duration:** 10 Sec. /PC

**Description:** All attackers must make a Control Resistance to make an offensive action against the invoker. Failure indicates that no further attacks can be made against the invoker for the remainder of the round.

**Notes:** The invoker can make no offensive action or the Sanctuary is dispelled.

## SUMMON ANIMAL

**Alignment Restriction:** Neutral  
**Prayer Time:** 25 Minutes  
**Invoking Time:** 10 Minutes  
**Area Affected:** See below  
**Distance to Focus:** Self

**Save:** None  
**Uses:** 1 per PC  
**Range:** 1 Mile per PC  
**Duration:** Instantaneous

**Description:** One animal per 2 Piety Control of the invoker of the type specified will be drawn to the invoker from the surrounding area. Summoned animals will be wary of, but not initially hostile to, the invoker.

**Special Notes:** Although sapient animals are immune to the effects of Summon Animal, they will feel the call and may investigate, if it is their desire to do so. The invocation will not affect animals with a 15 or greater Will Force.

## TONGUES

**Alignment Restriction:** None  
**Prayer Time:** 25 Minutes  
**Invoking Time:** 1 Minute  
**Area Affected:** 1 Being  
**Distance to Focus:** Touch

**Save:** Magic Resistance  
**Uses:** 1 per PC  
**Range:** 5' per 2 PC  
**Duration:** 10 Min. /PC

**Description:** The affected sapient being is able to understand and speak all spoken languages for the duration of the invocation. The affected being hears all languages as his own and seems to speak in the language of the person he is speaking to.

## Piety Level 6



## CONTROL WATER ELEMENTAL

**Alignment Restriction:** None  
**Prayer Time:** 30 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** 1 Water Elemental  
**Distance to Focus:** 3' per PC

**Save:** Control Resistance  
**Uses:** 1 per PC  
**Range:** None  
**Duration:** 10 Min./PC

**Description:** Allows the invoker to take mental control of one Water Elemental.

**Notes:** The invoker may command the elemental to return to its home plane using this invocation.

## CRACK LEATHER

**Alignment Restriction:** Neutral  
**Prayer Time:** 30 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** 1 Object  
**Distance to Focus:** 2' per PC

**Save:** None  
**Uses:** 1 per PC  
**Range:** None  
**Duration:** Instantaneous

**Description:** Causes leather to become brittle and crack removing 1 point of object strength per Piety Control of the invoker.

**Notes:** Magic leather and living beings are immune to this invocation.

## DIVINE SIGHT

**Alignment Restriction:** None  
**Prayer Time:** 30 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** Invoker  
**Distance to Focus:** Self

**Save:** N/A  
**Uses:** 1 per PC  
**Range:** Sight  
**Duration:** 30 Min./PC

**Description:** Allows the invoker to see through all illusions, glamours and magical concealment (including invisibility) showing the true visible nature of whatever is to be seen.

**Special Notes:** Non-Detection will prevent the true nature of an object or being from being seen by Divine Sight.

## DIVINE WEAPON

**Alignment Restriction:** None  
**Prayer Time:** 30 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** See below  
**Distance to Focus:** Self

**Save:** N/A  
**Uses:** 1 per PC  
**Range:** Weapon reach  
**Duration:** 10 Min. per PC

**Description:** Creates one melee or missile weapon of the invoker's choice. The weapon appears as a shimmering, transparent version of that weapon type. The weapon is considered a magic weapon, and for each 5 Piety Control of the invoker, it has +1 to hit and +1 to damage.  
**Notes:** The weapon will appear in an empty hand of the invoker. While the weapon may be sheathed, it will vanish at the end of any round if it loses contact with the invoker.

## INFUSE SOMA

**Alignment Restriction:** None  
**Prayer Time:** 30 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** 1 Being  
**Distance to Focus:** Touch

**Save:** Magic Resistance  
**Uses:** 1 per PC  
**Range:** None  
**Duration:** Instantaneous

**Description:** Allows the invoker to transfer his health from one body area to the corresponding body area of another being. For each 1 point of Endurance to be transferred from the invoker to the being, the invoker causes one point of magical damage to himself while healing one point of magical damage to the being.  
**Notes:** The invoker cannot transfer more Endurance from a body region than he currently has, nor can he transfer more Endurance to an area greater than the area's maximum Endurance. The invoker's own body area cannot be reduced below 0 Endurance using this invocation.

## MIND TOUCH

**Alignment Restriction:** None  
**Prayer Time:** 30 Minutes  
**Invoking Time:** 1 Seconds  
**Area Affected:** See below  
**Distance to Focus:** Self

**Save:** Control Resistance  
**Uses:** 1 per PC  
**Range:** Sight  
**Duration:** 10 Sec./PC

**Description:** Allows the invoker to scan the surface thoughts of any being within sight. If the target being is aware of the invoker's ability or simply wants to hide his thoughts, a successful Control Resistance indicates the thoughts were hidden.  
**Notes:** The invoker can communicate a very simple thought or suggestion if a mind is successfully contacted.

## PATH FIND

**Alignment Restriction:** None  
**Prayer Time:** 30 Minutes  
**Invoking Time:** 1 Seconds  
**Area Affected:** Invoker  
**Distance to Focus:** Self

**Save:** N/A  
**Uses:** 1 per PC  
**Range:** Same Plane  
**Duration:** 1 Min./PC

**Description:** Allows the invoker to know the correct path to take to reach a specific object, being or location.  
**Notes:** Only a vague sense of distance to the target is known. The GM may determine that either the goal is unattainable or protected in some way so that the Path Find will fizzle.

## SILENCE

**Alignment Restriction:** None  
**Prayer Time:** 30 Minutes  
**Invoking Time:** 5 Seconds  
**Area Affected:** 1 Being  
**Distance to Focus:** 2' per PC

**Save:** Magic Resistance  
**Uses:** 1 per PC  
**Range:** None  
**Duration:** 30 Sec./PC

**Description:** The affected being makes no noise when moving. Spoken words are no louder than a whisper, no matter how loud the being tries to speak.  
**Notes:** Move Unheard skill rolls receive a +50% bonus for beings affected by this invocation, even when walking through dry leaves and brittle branches.

## SIPHON SOMA

**Alignment Restriction:** Evil  
**Prayer Time:** 30 Minutes  
**Invoking Time:** 1 Minute  
**Area Affected:** 1 Being  
**Distance to Focus:** Touch

**Save:** Magic Resistance  
**Uses:** 1 per PC  
**Range:** None  
**Duration:** Instantaneous

**Description:** Allows the invoker to transfer the health of a being's body area to his own corresponding body area. An amount of Endurance equal to 1d4+1 per 2 Piety Control of the invoker can be siphoned from one body area of the victim to the corresponding body area of the invoker. For each 1 point of Endurance to be transferred from the being to the invoker, one point of magical damage is inflicted upon the being while one point of magical damage is healed upon the invoker.  
**Notes:** An invoker cannot siphon more Endurance than he needs to reach the maximum Endurance value in the targeted body area. The same body area of the victim cannot be affected by multiple Siphon Soma invocations until the body area is completely healed.



## VITALIZE

**Alignment Restriction:** Neutral  
**Prayer Time:** 30 Minutes  
**Invoking Time:** 1 Minute  
**Area Affected:** 1 Body Area  
**Distance to Focus:** Touch

**Save:** Magic Resistance  
**Uses:** 1 per PC  
**Range:** None  
**Duration:** Instantaneous

**Description:** The being's natural healing rate is accelerated in the body area touched. The area benefits from a number of days of natural healing equal to the Piety Control of the invoker. One Will Force is temporarily drained from the being benefited by Vitalize.



## Piety Level 7

### ANIMAL MESSENGER

**Alignment Restriction:** Neutral **Save:** Control Resistance  
**Prayer Time:** 35 Minutes **Uses:** 1 per 2 PC  
**Invoking Time:** 1 Minute **Range:** None  
**Area Affected:** 1 Animal **Duration:** 1 Day/PC  
**Distance to Focus:** Touch

**Description:** Allows the invoker to use a tame animal to deliver a message. The invocation has the following effects:

- 1) The animal is granted a limited sapience that allows it to follow the instructions of the invoker for delivery of the message.
- 2) The animal is granted a voice (magical if necessary) allowing it to deliver the message.
- 3) The animal can remember any length message for the duration of the invocation.
- 4) The animal will seek to deliver the message to the recipient unless threatened by death. If threatened by death, it must make a successful Control Resistance or the invocation will fail and the message will not be delivered.
- 5) The animal has an instinctive knowledge, direction and distance of the message recipient.
- 6) The animal messenger will accept a reply to the delivered message as long as the duration lasts and will return to the invoker.

### BLESSED LIGHT

**Alignment Restriction:** Good **Save:** See Below  
**Prayer Time:** 35 Minutes **Uses:** 1 per 2 PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** 3' Radius per PC **Duration:** 30 Sec./PC  
**Distance to Focus:** Self

**Description:** Creates a divine light glowing in a color appropriate to the alignment of the invoker. The light causes the following effects to all beings that are bathed in its glow:

- 1) Evil-aligned supernatural beings up through level 4 and all evil-aligned lesser undead beings must flee the glow automatically with no save.
- 2) Evil-aligned supernatural beings above level 4 and all greater undead beings must flee the glow if they fail a Control Resistance when first encountering the glow.
- 3) All evil-aligned beings will be unable to take hostile action within the glow of the Blessed Light without first making a Control Resistance for each action.
- 4) For each 5 Piety Control of the invoker, good-aligned beings gain +1 to hit and +5% to Control Resistance and Magic Resistance.

**Notes:** The non-illuminating effects of this invocation will not work on beings with a 19 or greater Will Force.

### CALM

**Alignment Restriction:** Non-Evil **Save:** Control Resistance  
**Prayer Time:** 35 Minutes **Uses:** 1 per 2 PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being per PC **Duration:** 30 Sec./PC  
**Distance to Focus:** 2' per PC

**Description:** Causes a calm to come over affected beings, causing the following effects:

- Immunity to all forms of fear. Any existing fear effects are removed.
  - +5% to Control Resistance per 5 Piety Control of the invoker.
  - +5% per Piety Control to morale checks (does not apply to player characters).
  - +50% to the skill Meditate.
- Notes:** Calmed beings are at -50% to Berserking. Any currently berserked beings must make a Control Resistance or lose the effects of Berserking.

### CURSED LIGHT

**Alignment Restriction:** Evil **Save:** Control Resistance  
**Prayer Time:** 35 Minutes **Uses:** 1 per 2 PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** 3' Radius per PC **Duration:** 30 Sec./PC  
**Distance to Focus:** Self

**Description:** Creates a divine light glowing in a color appropriate to the alignment of the invoker. The light causes the following effects to all beings that are bathed in its glow:

- 1) Good-aligned supernatural beings up through level 4 must flee the glow.
- 2) Good-aligned supernatural beings above level 4 must flee the glow if they fail a Control Resistance when they first encounter the glow.
- 3) All good-aligned beings will be unable to take hostile action within the glow of the Cursed Light without first making a Control Resistance for each action.
- 4) For every 5 Piety Control of the invoker, evil-aligned beings gain +1 to hit and +5% to Control Resistance and Magic Resistance.

**Notes:** The non-illuminating effects of this invocation will not work on beings with a 19 or greater Will Force.

### DETECT DIVINITY

**Alignment Restriction:** None **Save:** N/A  
**Prayer Time:** 35 Minutes **Uses:** 1 per 2 PC  
**Invoking Time:** 10 Seconds **Range:** Sight  
**Area Affected:** Invoker **Duration:** 30 Sec./PC  
**Distance to Focus:** Self

**Description:** Allows the invoker to detect divine sources of power by sight within the range of the invocation. This invocation will tell if an item is a divine magic item, as well as if an invocation is currently in effect.

**Notes:** The general level of divine power will be conveyed by the brightness of the glow surrounding the source.

## DETECT SUPERNATURAL

**Alignment Restriction:** None **Save:** N/A  
**Prayer Time:** 35 Minutes **Uses:** 1 per 2 PC  
**Invoking Time:** 10 Seconds **Range:** Sight  
**Area Affected:** Invoker **Duration:** 30 Sec./PC  
**Distance to Focus:** Self

**Description:** Allows the invoker to detect the existence of supernatural beings by sight. Beings that are of a supernatural origin will glow in a green light, only visible to the invoker.

**Notes:** Nothing about the level of supernatural power will be conveyed by the invocation.

## PANIC

**Alignment Restriction:** Non-Good **Save:** Control Resistance  
**Prayer Time:** 35 Minutes **Uses:** 1 per 2 PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being per PC **Duration:** 30 Sec./PC  
**Distance to Focus:** 2' per PC

**Description:** Causes a panic to come over the affected beings, causing the following effects:

- -5% to Control Resistance per 5 Piety Control of the invoker.
- Flee in the opposite direction of the invoker.
- -5% per Piety Control to Morale Checks (GMCs only).
- -50% to Meditate. If currently in a meditative state, a being must make a new Meditate skill roll (with the penalty applied) to remain in a meditative state.

**Notes:** Beings are at +50% to Berserking, and beings with the skill must make a Control Resistance, or they must roll the Berserk chance immediately (with the bonus).

## SPIRITUAL MESSENGER

**Alignment Restriction:** Non-Neutral **Save:** None  
**Prayer Time:** 35 Minutes **Uses:** 1 per 2 PC  
**Invoking Time:** 1 Minute **Range:** Unlimited  
**Area Affected:** See below **Duration:** 1 Day/PC  
**Distance to Focus:** 5'

**Description:** Allows the invoker to call upon a divine messenger provided by the invoker's deity. The form of the spirit is variable, but is generally a small flight-based form that is based upon the deity.

- 1) The messenger is sapient, allowing it to follow the instructions of the invoker for delivery of the message.
- 2) The messenger is granted a voice (magical if necessary) allowing it to deliver the message.
- 3) The messenger can remember any length message for the duration of the invocation.
- 4) The messenger has an instinctive knowledge of the direction and distance of the message recipient.
- 5) The messenger will accept a reply to the delivered message as long as the duration lasts. It will return to the invoker to deliver the message.

## Piety Level 8



## BALK

**Alignment Restriction:** None **Save:** Control Resistance  
**Prayer Time:** 40 Minutes **Uses:** 1 per 2 PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being per PC **Duration:** Instantaneous  
**Distance to Focus:** 2' per PC

**Description:** Balk causes one being under the mental control of another being to refuse the last command given to him. The being also gains a new Control Resistance against the current form of control. This invocation, however, is no remedy for Persuasion, Geas, Possession, mental slavery (brought on by mental combat), or any other effect which uses direct control.

**Notes:** Direct control is direct possession of the being's will. The victim is not being forced to act at all, but instead has been taken over by an outside force or agent, and now himself desires the action(s) to occur (examples are Possession, Geas and Persuasion). Indirect control is any control that takes over the being's mind or body, but the victim's will is still in control, even though the body or mind is partially being subverted (examples are Aggression and Aversion). The GM makes the final decision if there is any question.

## COEXIST WITH UNDEAD

**Alignment Restriction:** Evil **Save:** Magic Resistance  
**Prayer Time:** 40 Minutes **Uses:** 1 per 2 PC  
**Invoking Time:** 1 Minute **Range:** None  
**Area Affected:** Controlled Undead **Duration:** 30 Min./PC  
**Distance to Focus:** Self

**Description:** Causes the invoker to be immune to all paralysis, hold, sleep, and draining effects of undead beings controlled by the invoker.

## CONTROL AIR ELEMENTAL

**Alignment Restriction:** None **Save:** Control Resistance  
**Prayer Time:** 40 Minutes **Uses:** 1 per 2 PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Air Elemental **Duration:** 10 Min./PC  
**Distance to Focus:** 3' per PC

**Description:** Allows the invoker to take mental control of one Air Elemental.

**Notes:** The invoker may command the elemental to return to its home plane using this invocation.

## ENMITY

**Alignment Restriction:** Non-Good **Save:** Control Resistance  
**Prayer Time:** 40 Minutes **Uses:** 1 per 2 PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being per 2 PC **Duration:** 1 Hour/PC  
**Distance to Focus:** 2' per PC

**Description:** Causes up to 1 being per 2 Piety Control to loathe any one person chosen by the invoker.

**Notes:** The form of action taken against the hated individual will vary by alignment and personality of each affected being.

## FRIENDSHIP

**Alignment Restriction:** Non-Evil  
**Prayer Time:** 40 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** 1 Being per 2 PC  
**Distance to Focus:** 2' per PC

**Save:** Control Resistance  
**Uses:** 1 per 2 PC  
**Range:** None  
**Duration:** 10 Sec./PC

**Description:** Causes each being selected by the invoker to befriend a person targeted by the invoker.

**Notes:** The form of action taken toward the liked individual will vary by alignment and personality of each affected being.



## PROTECTION FROM UNDEAD

**Alignment Restriction:** Non-Evil  
**Prayer Time:** 40 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** 1 Being per 2 PC  
**Distance to Focus:** 2' per PC

**Save:** Control Resistance  
**Uses:** 1 per 2 PC  
**Range:** None  
**Duration:** 30 Min./PC

**Description:** Protects 1 being per 2 Piety Control from being attacked or targeted by spells, invocations, and effects originating from undead creatures. The invocation works automatically versus lesser undead, but greater undead get a Control Resistance. The invocation has no effect on arch undead.

**Notes:** The invoker can make no offensive action against an undead being or the invocation is dispelled.

**Special Notes:** Protection from Undead cannot be invoked on an undead being.

## SPIRIT PORTER

**Alignment Restriction:** None  
**Prayer Time:** 40 Minutes  
**Invoking Time:** 1 Minute  
**Area Affected:** See below  
**Distance to Focus:** 5'

**Save:** N/A  
**Uses:** 1 per 2 PC  
**Range:** None  
**Duration:** 30 Min./PC

**Description:** Creates a single shimmering, translucent, featureless, humanoid capable of lifting, moving and carrying 50 lbs. per Piety Control of the invoker, regardless of the bulk of the object. The porter understands and accepts only simple commands from its master (the invoker). The Spirit Porter can sense other living beings (constant Life Sense at 100%) and detect physical objects by touch. The porter travels at a rate of 150 feet in 10 seconds or sustains a rate of 10 miles per hour and does not fatigue.

**Notes:** The Spirit Porter is immune to damage but can be dispelled or banished. The porter will not attempt to lift, move or carry a being who obviously makes it known that it does not want to be carried and will not attack another being under any circumstance. Only one Spirit Porter per invoker may be in effect at any one time.

**Special Notes:** If the invoker has a Piety Control of 14 or greater, then the porter has magical flight and moves at a rate of 450 feet in 10 seconds or sustains a rate of 30 miles per hour.

## WALL OF THORNS

**Alignment Restriction:** Neutral  
**Prayer Time:** 40 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** See below  
**Distance to Focus:** 2' per PC

**Save:** N/A  
**Uses:** 1 per 2 PC  
**Range:** None  
**Duration:** 5 Min./PC

**Description:** Creates 1 section per Piety Control of the invoker of a 10' x 10' x 3' wall composed of densely packed thorns and thistles. The wall sections will grow out of one surface and will magically attach itself to other surfaces it encounters. If any being is standing within the area where a section of the wall is being created, the section will fail. Beings moving into or attempting to chop through the Wall of Thorns receive 1d6 points of damage per 10 seconds to all exposed areas touching its surface.

**Notes:** The wall has an object threshold of 10 and an object strength of 3 points per Piety Control of the invoker.

## WARP WOOD

**Alignment Restriction:** Neutral  
**Prayer Time:** 40 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** 1 Object  
**Distance to Focus:** 2' per PC

**Save:** None  
**Uses:** 1 per 2 PC  
**Range:** None  
**Duration:** Instantaneous

**Description:** Causes wood to warp and twist unnaturally removing 1 point of object strength per Piety Control of the invoker.

**Notes:** Magical wood is immune to this invocation.

## Piety Level 9



## AFFINITY

**Alignment Restriction:** None  
**Prayer Time:** 45 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** 1 Being  
**Distance to Focus:** 2' per PC

**Save:** Control Resistance  
**Uses:** 1 per 4 PC  
**Range:** None  
**Duration:** See below

**Description:** Causes one being to have an affinity for one person, place or object named by the invoker.

**Person:** The affected being befriends the individual selected by the invoker for a period of 1 day per Piety Control of the invoker.

**Place:** Be forced to travel to the place named (and known by the afflicted) and stay there for 1 day per Piety Control of the invoker.

**Object:** Person desires the item and will attempt to take it or fight for it. If the person already has the item, then they will fight if someone attempts to take it from them. Duration is 1 hour per Piety Control of the invoker.



## APHASIA

**Alignment Restriction:** None  
**Prayer Time:** 45 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** 1 Being  
**Distance to Focus:** Touch

**Save:** Magic Resistance  
**Uses:** 1 per 4 PC  
**Range:** None  
**Duration:** 30 Min./PC

**Description:** Causes a loss of understanding of spoken and written languages in the target being. The being's speech is impaired, resulting in vocal gibberish when the being speaks.

**Notes:** Spells, invocations, and magical command words are not affected by this invocation.

## AVERSION

**Alignment Restriction:** None  
**Prayer Time:** 45 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** 1 Being  
**Distance to Focus:** 2' per PC

**Save:** Control Resistance  
**Uses:** 1 per 4 PC  
**Range:** None  
**Duration:** See below

**Description:** Causes one being to avoid a person, place or object named by the invoker.

**Person:** The affected being loathes the individual selected by the invoker for a period of 1 day per Piety Control of the invoker.

**Place:** Be forced to leave and avoid the place named (and known by the afflicted) and stay away for a period of 1 day per Piety Control of the invoker.

**Object:** Target being does not want the item named and will avoid it or drop it the first chance they can. Duration is 1 hour per Piety Control of the invoker.

## CONTROL UNDEAD

**Alignment Restriction:** Evil  
**Prayer Time:** 45 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** See below  
**Distance to Focus:** 2' per PC

**Save:** Control Resistance  
**Uses:** 1 per 4 PC  
**Range:** None  
**Duration:** 30 Sec./PC

**Description:** This invocation allows the invoker to control 1d4 lesser undead per 2 Piety Control automatically or 1 greater undead per 2 Piety Control.

**Notes:** Undead are categorized into three types: lesser undead (levels 1-4), greater undead (levels 5-8), and arch undead (levels 9-12). Greater undead are allowed a Control Resistance to avoid the effects of this invocation.

**Special Notes:** The invocation has no effect on arch undead.

## DIVINE MIGHT

**Alignment Restriction:** Non-Neutral  
**Prayer Time:** 45 Minutes  
**Invoking Time:** 5 Seconds  
**Area Affected:** 1 Being  
**Distance to Focus:** 2' per PC

**Save:** Magic Resistance  
**Uses:** 1 per 4 PC  
**Range:** None  
**Duration:** Instantaneous

**Description:** Causes a great invisible blow against one body area of a being indicated by the invoker causing 1d6 damage per 2 Piety Control of the invoker.

**Notes:** If the target makes a Magic Resistance roll by less than or equal to 1/2 the chance, then no damage is taken. If the Magic

Resistance was made but at greater than a 1/2 save, then half damage is taken. If full damage is taken by the target being, an Agility save (at -5% per 2 Piety Control of the invoker) is required by the target being to avoid being knocked down.

## FEAR

**Alignment Restriction:** Non-Good  
**Prayer Time:** 45 Minutes  
**Invoking Time:** 5 Seconds  
**Area Affected:** 1 Being per 2 PC  
**Distance to Focus:** 2' per PC

**Save:** Control Resistance  
**Uses:** 1 per 4 PC  
**Range:** None  
**Duration:** 30 Sec./PC

**Description:** Causes each being indicated by the invoker to flee the presence of the invoker for the duration of Fear.

**Notes:** This invocation has no effect on beings of 19 Will Force or greater.

## FORTITUDE

**Alignment Restriction:** None  
**Prayer Time:** 25 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** Invoker  
**Distance to Focus:** Self

**Save:** N/A  
**Uses:** 1 per 4 PC  
**Range:** None  
**Duration:** 30 Min./PC

**Description:** Prevents the invoker from being mentally contacted.

Any mental contact already established when Fortitude is invoked is cut off.

**Notes:** Invokers using Fortitude cannot be the target of mental combat nor can they initiate mental combat.

## RESTORE SANITY

**Alignment Restriction:** None  
**Prayer Time:** 45 Minutes  
**Invoking Time:** 1 Minute  
**Area Affected:** 1 Being  
**Distance to Focus:** Touch

**Save:** Magic Resistance  
**Uses:** 1 per 4 PC  
**Range:** None  
**Duration:** See below

**Description:** Permanently removes any temporary effects of insanity on one being. If the insanity is of a permanent nature, then it is suppressed for 1 hour per 2 Piety Control of the invoker.

## SPIRITUAL RIDING BEAST

**Alignment Restriction:** None  
**Prayer Time:** 45 Minutes  
**Invoking Time:** 1 Minute  
**Area Affected:** See below  
**Distance to Focus:** 5'

**Save:** N/A  
**Uses:** 1 per 4 PC  
**Range:** None  
**Duration:** 30 Min./PC

**Description:** Creates a single semi-transparent riding beast capable of lifting, moving and carrying 100 lbs. per Piety Control of the invoker, regardless of the bulk of the object. The riding beast understands and accepts only simple commands from its master (the invoker). The Spiritual Riding Beast can sense other living beings (constant Life Sense at 100%) and detect physical objects by touch. The riding beast travels at a rate of 300 feet in 10 seconds or sustains a rate of 20 miles per hour and does not fatigue.

**Notes:** The Spiritual Riding Beast is immune to damage but can be dispelled or banished. The beast will not attempt to lift, move or carry a being who obviously makes it known that it does not want to be car-

ried and will not attack another being under any circumstance. Only one Spiritual Riding Beast per invoker may be in effect at any one time.

**Special Notes:** If the invoker has a Piety Control of 14 or greater, then the riding beast has magical flight and moves at a rate of 900 feet in 10 seconds or sustains a rate of 60 miles per hour. If the invoker has a Piety Control of 18 or higher, a chariot appears along with the riding beast, allowing one additional rider per 2 Piety Control.

## WALL OF WIND

**Alignment Restriction:** Neutral

**Prayer Time:** 45 Minutes

**Invoking Time:** 10 Seconds

**Area Affected:** See below

**Distance to Focus:** 2' per PC

**Save:** N/A

**Uses:** 1 per 4 PC

**Range:** None

**Duration:** 5 Min./PC

**Description:** Creates 1 section per Piety Control of the invoker of a 10' x 10' x 3' wall composed of high velocity winds. The wall sections will grow out of one surface and will magically attach itself to other surfaces it encounters. If any being is standing within the area where a section of the wall is being created, the section will fail. Beings attempting to travel through the Wall of Wind must make an Agility save at -5% per Piety Control of the invoker or be thrown backwards 1d10 feet per 2 Piety Control of the invoker. Normal falling damage rules apply for the distance thrown. If the Agility save is made, a Strength save (at -5% per Piety Control of the invoker) must be made to push through the Wall of Wind. Failure indicates the being has failed to push through the wall and must make a second Agility save or suffer the effects already described. Only one attempt per 5 seconds may be made.

**Notes:** Projectiles entering the wall will be thrown back in a random direction, but at twice the force it entered resulting in double damage to any target struck. The wall can only be destroyed with a Dispel Divinity.

## Piety Level 10



## AILMENT

**Alignment Restriction:** Evil

**Prayer Time:** 50 Minutes

**Invoking Time:** 10 Seconds

**Area Affected:** 1 Being

**Distance to Focus:** Touch

**Save:** Magic Resistance

**Uses:** 1 per 4 PC

**Range:** None

**Duration:** Instantaneous

**Description:** Causes the following ill effects on one being:

- 1) Causes 1 point of magical damage per 2 Piety Control of the invoker to all body areas.
- 2) +5% chance of causing blindness and deafness per Piety Control of the invoker (a separate roll is required for each).
- 3) +5% chance per 2 Piety Control of invoker of causing a disease (a separate roll is required for each disease).
- 4) One level of physical and mental fatigue is applied to the victim.

## BLESSED GROUND

**Alignment Restriction:** Good

**Prayer Time:** 50 Minutes

**Invoking Time:** 1 Minute

**Area Affected:** 5' Radius per PC

**Distance to Focus:** Touch

**Save:** See below

**Uses:** 1 per 4 PC

**Range:** None

**Duration:** 1 Hour

**Description:** The ground with the area affected becomes blessed, causing the following effects:

- All divine magic skills are +5% per 5 Piety Control of the invoker for all good-aligned beings and -5% for evil-aligned beings.
- All resistances for good beings are at +5% per 2 Piety Control of the invoker and -5% per 2 Piety Control of the invoker for evil beings.
- All evil beings must make a modified Control Resistance save or leave the blessed area.
- For every 10 seconds within the area affected, all undead must make a Magic Resistance or suffer 1d4+1 damage per 2 Piety Control of the invoker, to the mid torso.

**Notes:** The area affected must be unbroken by walls or other obstructions. If invoked in a walled area, the effect will stop at the walls even if the affected area is larger than the room.

## CAUSE FATIGUE

**Alignment Restriction:** None

**Prayer Time:** 50 Minutes

**Invoking Time:** 10 Seconds

**Area Affected:** 1 Being

**Distance to Focus:** Touch

**Save:** Magic Resistance

**Uses:** 1 per 4 PC

**Range:** None

**Duration:** Instantaneous

**Description:** Causes one level of physical and mental fatigue for each 2 Piety Control of the invoker to be inflicted upon the target being.

## CONTROL EARTH ELEMENTAL

**Alignment Restriction:** None

**Prayer Time:** 50 Minutes

**Invoking Time:** 10 Seconds

**Area Affected:** 1 Elemental

**Distance to Focus:** 3' per PC

**Save:** Control Resistance

**Uses:** 1 per 4 PC

**Range:** None

**Duration:** 10 Min./PC

**Description:** Allows the invoker to take mental control of one Earth Elemental.

**Notes:** The invoker may command the elemental to return to its home plane using this invocation.

## CORRODE METAL

**Alignment Restriction:** None

**Prayer Time:** 50 Minutes

**Invoking Time:** 10 Seconds

**Area Affected:** 1 Object

**Distance to Focus:** 2' per PC

**Save:** None

**Uses:** 1 per 4 PC

**Range:** None

**Duration:** Instantaneous

**Description:** Causes metal to corrode and rust, removing 2 points of object strength per Piety Control of the invoker.

**Notes:** Magical metal is immune to this invocation.

# divine magic

## CURE

**Alignment Restriction:** Good  
**Prayer Time:** 50 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** 1 Being  
**Distance to Focus:** Touch

**Save:** Magic Resistance  
**Uses:** 1 per 4 PC  
**Range:** None  
**Duration:** Instantaneous

**Description:** Grants the following relief to one wounded being:

- 1) Heals 1 point of normal damage per 2 Piety Control of the invoker to all wounded areas.
- 2) Heals 1 point of magical damage per Piety Control of the invoker to all magically wounded areas.
- 3) +5% chance of curing blindness and deafness per Piety Control of the invoker (a separate roll is required for each).
- 4) +5% chance per 2 Piety Control of invoker of curing a disease (a separate roll is required for each disease).
- 5) Removes the current effects of fatigue and shock.

**Notes:** This invocation cannot work against any wound that has already been healed by the invoker through any other invocation (such as the Heal invocation).

## CURSED GROUND

**Alignment Restriction:** Evil  
**Prayer Time:** 50 Minutes  
**Invoking Time:** 1 Minute  
**Area Affected:** 5' Radius per PC  
**Distance to Focus:** Touch

**Save:** See below  
**Uses:** 1 per 4 PC  
**Range:** None  
**Duration:** 1 Hour

**Description:** The ground within the area affected becomes cursed, causing the following effects:

- 1) All divine magic skills are +5% per 5 Piety Control of the invoker for all evil-aligned beings and -5% for good-aligned beings.
- 2) All resistances for evil beings are at +5% per 2 Piety Control of the invoker and -5% per 2 Piety Control of the invoker for good beings.
- 3) All good beings must make a modified Control Resistance save or leave the cursed area.
- 4) For every 10 seconds within the area affected, all undead are magically healed of 1d4+1 damage per 2 Piety Control of the invoker to the most wounded area.

**Notes:** The area affected must be unbroken by walls or other obstructions. If invoked in a walled area, the effect will stop at the walls even if the affected area is larger than the room.

## RESTORE FORM

**Alignment Restriction:** None  
**Prayer Time:** 50 Minutes  
**Invoking Time:** 1 Minute  
**Area Affected:** 1 Being  
**Distance to Focus:** 2' per PC

**Save:** Magic Resistance  
**Uses:** 1 per 4 PC  
**Range:** None  
**Duration:** Permanent

**Description:** Some wily beings may have the power to assume other physical forms through a spell, invocation, skill or other means. Other unfortunate beings may have been turned to stone (or worse!) by a spellcaster. Regardless of how a being came to be in another form, Restore Form causes the current form assumed by a being to be forcefully reverted to its true nature. Thus, a Druid assuming the form of a deer with Animal Shape or a misfortunate adventurer turned to stone by an enraged spellcaster would be transformed back to their true form.

**Notes:** For the invocation to work, the Piety Control of the invoker

must be greater than the amount of Aura put into the spell, or greater than the Piety Control of the invoker who transformed the being in the case of an invocation. If the transformation is from a skill, then the Piety Control of the invoker must be greater than 2 times the Practitioner Title of the skill user.

## SPIRITUAL ARMOR

**Alignment Restriction:** None  
**Prayer Time:** 50 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** Invoker  
**Distance to Focus:** Self

**Save:** N/A  
**Uses:** 1 per 4 PC  
**Range:** None  
**Duration:** 10 Min./PC

**Description:** Creates a barrier of divine force that surrounds the invoker's body on top of any armor or clothing. This armor provides 1 point of armor protection for each Piety Control of the invoker.

**Notes:** Only one Spiritual Armor per invoker may be in effect at any one time.

## SPIRITUAL GUIDE

**Alignment Restriction:** None  
**Prayer Time:** 50 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** See below  
**Distance to Focus:** 5'

**Save:** None  
**Uses:** 1 per 4 PC  
**Range:** Unlimited  
**Duration:** 30 Min./PC

**Description:** Summons, to the invoker, a Spiritual Guide which has the following abilities and properties:

- **Appearance:** Appears as a semi-transparent humanoid torso with no arms or legs (invoker can see the whole being).
- **Insubstantial:** As per the invocation Spirit Shift.
- **Highly intelligent** (mental attribute ratings of 16+1d4 each).
- **Telepathy with invoker:** No distance limit, but on summoned plane only.
- Constant Life Sense at 100%.
- Has a general historical knowledge of the area where summoned.
- Can hear and see; able to pass on those impressions to the invoker from a distance through Telepathy (at 100%).
- The guide travels at a rate of 150 feet in 10 seconds or sustains a rate of 10 miles per hour and does not fatigue.

**Notes:** The Spiritual Guide has 1 Endurance per Piety Control of the invoker in its only body area and will take normal damage from any spirit shifted beings or weapon that is spirit shifted and 1/2 damage from phased beings or weapons. Otherwise, the insubstantial being is immune to damage, but may be dispelled or banished. Only one Spiritual Guide per invoker may be in effect at any one time.

## WALL OF PROTECTION

**Alignment Restriction:** None  
**Prayer Time:** 50 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** See below  
**Distance to Focus:** 2' per PC

**Save:** N/A  
**Uses:** 1 per 4 PC  
**Range:** None  
**Duration:** 5 Min./PC

**Description:** Creates one 10' x 10' x 3" wall section per Piety Control composed of shimmering divine magics. The wall sections will grow out of one surface and will magically attach themselves to other surfaces that they touch. If any being is standing within the area where a



# divine magic

section of the wall is being created, the section will fail. Divine magical weapons, items, skills, and all invocations that pass through the barrier in either direction are automatically absorbed. The divine magic will return to the object or being if it passes through the wall in the opposite direction, or if the duration of the wall ends or the wall is destroyed. The wall cannot be harmed by physical damage, but can be destroyed by Dispel Divinity or Disintegration.

**Notes:** Supernatural beings which have only an essence (5 or less in personal attributes) such as elementals are returned to their plane of origin if they attempt to pass through the wall. Lesser undead are destroyed when they touch the wall.

## Piety Level 11

### ANGUISH

**Alignment Restriction:** Non-Good **Save:** Control Resistance  
**Prayer Time:** 55 Minutes **Uses:** 1 per 5 PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being per 2 PC **Duration:** 1 Min./PC  
**Distance to Focus:** 2' per PC

**Description:** Causes the affected beings to feel a sense of anguish, suffering the following ill effects:

- -1 damage per die to melee and missile weapons in combat.
- -2 to hit with melee and missile weapons in combat.
- -2 initiative in combat.
- -5% to Control Resistance per 5 Piety Control of the invoker.
- -10% to morale checks.

### ANIMATE BONE

**Alignment Restriction:** Evil **Save:** None  
**Prayer Time:** 55 Minutes **Uses:** 1 per 5 PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** See Below **Duration:** 1 Hour/PC  
**Distance to Focus:** Touch

**Description:** The invocation creates a lesser undead form by infusing the bones of the dead with negative life force.

**Remains**  
 Bones of hand, leg, skull, etc.  
 Skeletal remains of animal  
 Skeletal remains of humanoid  
 Skeletal remains of giant

**Type of Undead**  
 Skeletal Part  
 Animal Skeleton  
 Humanoid Skeleton  
 Giant Skeleton

### ANIMATE FLESH

**Alignment Restriction:** Evil **Save:** None  
**Prayer Time:** 55 Minutes **Uses:** 1 per 5 PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** See Below **Duration:** 1 Hour/PC  
**Distance to Focus:** Touch

**Description:** The invocation creates a lesser undead by infusing a dead body with negative life force. Some examples of types of undead are listed, based upon the type of remains that the invoker has to work with:

**Remains**  
 Hand, leg, etc. of fresh corpse  
 Animal corpse  
 Humanoid corpse  
 Corpse of a giant

**Type of Undead**  
 Zombie part  
 Animal Zombie  
 Humanoid Zombie  
 Giant Zombie

### BRAVERY

**Alignment Restriction:** Non-Evil **Save:** Control Resistance  
**Prayer Time:** 55 Minutes **Uses:** 1 per 5 PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being per 2 PC **Duration:** 1 Min./PC  
**Distance to Focus:** 2' per PC

**Description:** Causes the affected beings to feel brave, gaining the following positive effects:

- +1 damage per die to melee and missile weapons in combat.
- +2 to hit with melee and missile weapons in combat.
- -2 initiative in combat.
- +5% to Control Resistance per 5 Piety Control of the invoker.
- Affected beings can go Berserk if they so desire at 5% chance per Piety Control of the invoker.
- +10% to morale checks.

### CALL LIGHTNING

**Alignment Restriction:** Neutral **Save:** None  
**Prayer Time:** 55 Minutes **Uses:** 1 per 5 PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** See below **Duration:** Instantaneous  
**Distance to Focus:** Sight

**Description:** As long as partial cloud cover exists, the invoker can cause a thunderhead to form and release a bolt of lightning at the intended targets. The invoker may have a bolt of lightning strike a single target which will take 1d8+3 electrical damage per 2 Piety Control of the invoker in one random area, or may fork a bolt of lightning at two targets, each taking 1d8 electrical damage per 2 Piety Control of the invoker to one random area.

**Notes:** There is no Magic Resistance to avoid the effects of this invocation (as the lightning itself is naturally occurring) but creatures immune to electricity are immune to the effects of the lightning bolt.

**Special Notes:** Call Lightning cannot be invoked indoors or underground.

### DISCERN DIVINITY

**Alignment Restriction:** None **Save:** N/A  
**Prayer Time:** 55 Minutes **Uses:** 1 per 5 PC  
**Invoking Time:** 1 Minute **Range:** None  
**Area Affected:** One Being/Item **Duration:** 5 Sec./PC  
**Distance to Focus:** Touch

**Description:** The invoker can identify the divine magic powers, abilities, and usages of divine items. The invoker can also see the glow of light around the being or item, appropriate to the deity from which the divine magic came. Only the invoker can see this light.

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## FOLLY

**Alignment Restriction:** Non-Good **Save:** Control Resistance  
**Prayer Time:** 55 Minutes **Uses:** 1 per 5 PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** See below **Duration:** 30 Min./PC  
**Distance to Focus:** 2' per PC

**Description:** Causes one being to be afflicted with a sense of unlikelihood. One action of the target that is chosen by the invoker will be at -1 (or -5%) per 2 Piety Control of the invoker. The invoker decides which action to effect but must state which action will be modified by the Folly before a roll is made.

**Notes:** The invoker has the duration time to decide the action affected after which, the invocation fades. The invoker cannot affect herself with this invocation.

## FORTUNE

**Alignment Restriction:** Non-Evil **Save:** Control Resistance  
**Prayer Time:** 55 Minutes **Uses:** 1 per 5 PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** See below **Duration:** 30 Min./PC  
**Distance to Focus:** 2' per PC

**Description:** Grants one being a sense of luck. One action of the target that is chosen by the invoker will be at +1 (or +5%) per Piety Control of the invoker. The invoker decides which action to effect but must state which action will be modified by the Fortune before a roll is made.

**Notes:** The invoker has the duration time to decide the action affected after which, the invocation fades. The invoker cannot affect himself with this invocation.

## REFLECT DIVINITY

**Alignment Restriction:** None **Save:** N/A  
**Prayer Time:** 55 Minutes **Uses:** 1 per 5 PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** Invoker **Duration:** 1 Min./PC  
**Distance to Focus:** Self

**Description:** Causes all invocations targeting the invoker of Reflect Divinity to be reflected back at the originator. Missile weapons of a divine nature or affected in any way by a divine invocation will reflect back to their originator.

**Notes:** If Reflect Divinity affects both the invoker and the originator, then the results are random (see the Reflection/Turning table in the Magic section).

## REJUVENATE

**Alignment Restriction:** Neutral **Save:** Magic Resistance  
**Prayer Time:** 55 Minutes **Uses:** 1 per 5 PC  
**Invoking Time:** 1 Minute **Range:** None  
**Area Affected:** 1 Plant, Animal or Being **Duration:** Instantaneous  
**Distance to Focus:** Touch

**Description:** Counteracts unnatural aging effects, restoring any lost characteristics brought on by the aging effects.

**Notes:** While the effects of Rejuvenate still occur on the body of the deceased, this invocation will not restore the life of the deceased. Rejuvenate has no effect on natural aging effects and does not restore permanently lost Will Force rating points.

## WALL OF BONE

**Alignment Restriction:** Non-Good **Save:** N/A  
**Prayer Time:** 55 Minutes **Uses:** 1 per 5 PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** See below **Duration:** 5 Min./PC  
**Distance to Focus:** 2' per PC

**Description:** Creates 1 section per Piety Control of the invoker of a 10' x 10' x 3' wall composed of tightly knitted clumps of mismatched bones with hands and mouths clacking and reaching outward. The wall sections will grow out of one surface and will magically attach to surfaces they encounter. If any being is standing within the area where a section of the wall is being created, the section will fail. Beings caught in or attempting to chop through the Wall of Bone will be grabbed and bitten 1d4 times per 5 seconds causing 3d6 damage per bite. A Strength save (-5% per 2 Piety Control of the invoker) can be made once per 5 seconds to break free.

**Notes:** The wall has an object threshold of 20 and an object strength of 3 per Piety Control of the invoker.

## WALL OF WATER

**Alignment Restriction:** Neutral **Save:** N/A  
**Prayer Time:** 55 Minutes **Uses:** 1 per 5 PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** See below **Duration:** 5 Min./PC  
**Distance to Focus:** 2' per PC

**Description:** Creates 1 section per Piety Control of the invoker of a 10' x 10' x 3' swaying wall of blue-green water. The wall sections will grow out of one surface and will magically attach to other surfaces they encounter. If any being is standing within the area where a section of the wall is being created, the section will fail. Beings attempting to travel through the Wall of Water must make an Agility save at -5% per Piety Control of the invoker or be thrown backwards 1d10 feet per 2 Piety Control of the invoker. Normal falling damage rules apply for the distance thrown. If the Agility save is made, a Strength save (at -10% per Piety Control of the invoker) must be made to push through the Wall of Water. Failure indicates the being has failed to push through the wall and must make a second Agility save or suffer the effects already described. Only one attempt per 5 seconds may be made.

**Notes:** Projectiles entering the wall are absorbed and fall to the bottom of the wall, not affecting the wall in any way. The wall can only be destroyed by Dispel Divinity.

## Piety Level 12



## CONTROL FIRE ELEMENTAL

**Alignment Restriction:** None **Save:** Control Resistance  
**Prayer Time:** 60 Minutes **Uses:** 1 per 5 PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Fire Elemental **Duration:** 10 Min./PC  
**Distance to Focus:** 3' per PC

**Description:** Allows the invoker to take mental control of one Fire Elemental.

**Notes:** The invoker may command the elemental to return to its home plane using this invocation.

## DIVINE STRIKE

**Alignment Restriction:** Non-Neutral **Save:** Magic Resistance  
**Prayer Time:** 60 Minutes **Uses:** 1 per 5 PC  
**Invoking Time:** 5 Seconds **Range:** None  
**Area Affected:** 1 Being **Duration:** Instantaneous  
**Distance to Focus:** 2' per PC

**Description:** Causes a great invisible blow against one body area of a being indicated by the invoker causing 1d8 smashing damage per 2 Piety Control of the invoker.

**Notes:** If the target makes a Magic Resistance roll by less than or equal to 1/2 the chance, then no damage is taken. If the Magic Resistance was made but at greater than a 1/2 save, then half damage is taken. If full damage is taken by the target being, an Agility save (at -5% per Piety Control of the invoker) is required by the target being to avoid being knocked down.

## ELEMENTAL WATER FORM

**Alignment Restriction:** None **Save:** N/A  
**Prayer Time:** 60 Minutes **Uses:** 1 per 5 PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** Self **Duration:** 1 Min./PC  
**Distance to Focus:** Self

**Description:** Causes the invoker to transform into a water elemental form with the following characteristics:

- Body areas now are as follows:

Area	End	Type
Head	x1	Vital
Torso	x3	Vital
LArm	x1	Limb
RArm	x1	Limb
- Endurance is 2 per Piety Control of the invoker in all areas.
- Physical attributes are 1d4+1 per 4 per Piety Control (5d4+5 maximum). All others are the caster's normal.
- 1 point of hide per 2 Piety Control of the invoker.
- Each limb has 10 seconds of action and limb attacks take 7 seconds -1 second per 4 Piety Control of the invoker (3 second minimum speed). The invoker rolls to hit on their normal attack skill chart. Each blow delivers 1d4 smashing damage per 2 Piety Control of the invoker.
- Immune to poison, disease, shock, fatigue, missile weapons, and acid.
- Cutting damage does 1/4, smashing does full, thrusting/piercing does none. Fire based attacks do 1/2, cold does none, electricity does 1/2 and acid does none.
- Voice is now disembodied. Magical hearing and sight; Life Sense at 100%.
- Special abilities/powers at the invoker's Piety Control: Chill (At will), Create Water (At will), Wall of Water (At will).

**Notes:** When the invocation ends, the invoker reverts to his normal form retaining all injuries received while in Elemental Water Form. If lethal damage is received while in Elemental Water Form, the invoker reverts back to his normal form in his deceased condition.

## SCOURGE

**Alignment Restriction:** Evil **Save:** Magic Resistance  
**Prayer Time:** 60 Minutes **Uses:** 1 per 5 PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being **Duration:** Instantaneous  
**Distance to Focus:** 2' per PC

**Description:** Causes one puckering wound per 2 Piety Control of the invoker to randomly appear on the body of the focus, each causing 1d6+1 points of magical damage per 2 Piety Control of the invoker.

## SPHERE OF PROTECTION

**Alignment Restriction:** None **Save:** N/A  
**Prayer Time:** 60 Minutes **Uses:** 1 per 5 PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** 2' Radius PC **Duration:** 1 Min./PC  
**Distance to Focus:** 2' per PC

**Description:** Creates a semi-transparent shimmering sphere. Magical and divine magical weapons, items, skills, and all spells and invocations that pass through the barrier in either direction are automatically dispelled, exactly as Wall of Protection. (Magic and divine items return at a rate if one Aura or Piety per day.)

**Notes:** Supernatural beings with only an essence (5 or less in personal attributes) such as elementals are returned to their plane of origin or are destroyed (in the case of lesser undead) when they touch the sphere.

## SPIRITUAL GUARDIAN

**Alignment Restriction:** None **Save:** None  
**Prayer Time:** 60 Minutes **Uses:** 1 per 5 PC  
**Invoking Time:** 1 Minute **Range:** None  
**Area Affected:** See below **Duration:** 10 Min./PC  
**Distance to Focus:** Self

**Description:** Creates a spiritual simulacrum, an identical clone, of the invoker. This simulacrum acts as a guardian, following and watching over the invoker in an effort to keep harm from occurring. The simulacrum is phased when it is created and can perform only one action: in a situation where the invoker would come to harm, the guardian phases in as the invoker momentarily phases out allowing the guardian to be the recipient of the ill effect. Once the ill effect is absorbed by the Spiritual Guardian, the invoker phases in and the guardian vanishes. This martyr effect is quite visible and is distinguished by a light equal in color to the invoker's alignment surrounding the guardian when the invocation is triggered.

**Notes:** If the guardian is ever phased in through any other means than the triggering effect of this invocation, the guardian is dispelled. Only one Spiritual Guardian per invoker may be in effect at any one time.

## SPIRITUAL WARRIOR

**Alignment Restriction:** None **Save:** None  
**Prayer Time:** 60 Minutes **Uses:** 1 per 5 PC  
**Invoking Time:** 1 Minute **Range:** Unlimited  
**Area Affected:** See below **Duration:** 1 Hour/PC  
**Distance to Focus:** 5'

**Description:** Summons a Spiritual Warrior to the invoker with the following characteristics:

- Appears as a semi-transparent humanoid.
- High physical attribute ratings (16+1d4). Mental Attributes and Charm are each rolled using 6d4, dropping the lowest value.
- Telepathy with the invoker - no distance limit but on summoned plane only.
- Can strike with fists for 1d4 per 2 Piety Control of the invoker or use any weapon as if proficient. Each fist has a 4 second attack speed.
- Can hear and see with magical sight and hearing and has constant Life Sense at 100%. Cannot speak but understands spoken and mental commands from the invoker.



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- The Spiritual Warrior has 3 points of Endurance to each body area per Piety Control of the invoker and takes 1/2 damage from non-magical weapons (magical weapons and effects do full damage).
- Surrounded by Spirit Armor at the same Piety Control of the invoker.
- The Spiritual Warrior fights as an intermediate combatant. For every 2 Piety Control above 12, the warrior fights one category higher (advanced, expert, then master).
- The warrior travels at a rate of 120 feet in 10 seconds or sustains a rate of 8 miles per hour and does not fatigue.

**Notes:** If the invoker has a 16 Piety Control or greater, then the Spiritual Warrior comes with a Divine Weapon. At 18 or higher Piety Control, the Spiritual Warrior will come with either an additional Divine Weapon or a Spiritual Shield. At 20 or higher Piety Control, the Spiritual Warrior is mounted upon a Spiritual Riding Beast (at the same Piety Control of the invoker). Only one Spiritual Warrior per invoker may be in effect at any one time.

## SUMMON WATER ELEMENTAL

**Alignment Restriction:** None **Save:** None  
**Prayer Time:** 60 Minutes **Uses:** 1 per 5 PC  
**Invoking Time:** 10 Seconds **Range:** Unlimited  
**Area Affected:** See below **Duration:** 10 Min./PC  
**Distance to Focus:** 10'

**Description:** Summons a Water Elemental with the following characteristics:

- Body areas are as follows:

Area	End	Type
Head	x1	Vital
Torso	x3	Vital
LArm	x1	Limb
RArm	x1	Limb

- Endurance is 2 points per Piety Control of the invoker.
- Physical attributes are 1d4+1 per 4 Piety Control (5d4+5 maximum). All others are the caster's normal.
- 1 point of hide per 2 Piety Control of the invoker.
- Each limb has 10 seconds of action and limb attacks take 7 seconds -1 second per 4 Piety Control of the invoker (3 second minimum speed). The invoker rolls to hit on their normal attack skill chart. Each blow delivers 1d4 smashing damage per 2 Piety Control of the invoker.
- Immune to poison, disease, shock, fatigue, missile weapons, and acid.
- Cutting damage does full 1/4, smashing does full, thrusting/piercing does none. Fire based attacks do 1/2, cold does none, electricity does 1/2 and acid does none.
- Voice is now disembodied. Has magical hearing and sight and can Life Sense at 100%.
- Special abilities/powers at the invoker's Piety Control:  
 Chill (At will), Create Water (At will), Wall of Water (At will).

**Notes:** The Water Elemental is not automatically under the control of the invoker. At the end of the invocation duration or if the elemental takes lethal damage, it returns to its home plane.



## SURCEASE

**Alignment Restriction:** Good **Save:** Magic Resistance  
**Prayer Time:** 60 Minutes **Uses:** 1 per 5 PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being **Duration:** Instantaneous  
**Distance to Focus:** 2' per PC

**Description:** Causes one wound per 2 Piety Control of the invoker to be healed of 1d6+1 points of magical damage per 2 Piety Control of the invoker on the body of the target.

**Notes:** Surcease cannot be used to heal wounds which the practitioner has already healed with the invocations Heal, Cure or Surcease.

## Piety Level 13

## CREATE UNDEAD SPIRIT

**Alignment Restriction:** Evil **Save:** None  
**Prayer Time:** 65 Minutes **Uses:** 1 per 6 PC  
**Invoking Time:** 1 Minute **Range:** None  
**Area Affected:** See Below **Duration:** 1 Hour/PC  
**Distance to Focus:** 2' per PC

**Description:** The invocation creates a lesser undead spirit, by infusing the dead spirit with negative life force. Examples of lesser undead spirits are listed below, based upon the location where invoked:

Location	Type of Undead
Area associated w/traumatic death	Poltergeist
Area where evil being died	Shade

## DANCE

**Alignment Restriction:** None **Save:** Control Resistance  
**Prayer Time:** 65 Minutes **Uses:** 1 per 6 PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being per 2 PC **Duration:** 10 Sec./PC  
**Distance to Focus:** 2' per PC

**Description:** Causes all beings to dance uncontrollably. The beings are able to fight, but suffer the following combat penalties:

- -2 to hit
- -1 per die to damage
- +4 initiative
- +6 to be hit
- Combat skills are -5% per 2 Piety Control of the invoker.

## DISHARMONY

**Alignment Restriction:** Non-Good **Save:** Control Resistance  
**Prayer Time:** 65 Minutes **Uses:** 1 per 6 PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being per 2 PC **Duration:** 10 Sec./PC  
**Distance to Focus:** 2' per PC

**Description:** Causes affected beings to attack the nearest being. If the attacked being falls, the affected being is allowed a new Control

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Resistance, or is forced to attack the next nearest target. This continues until either the duration expires or the being makes a Control Resistance.

## DIVINE RIGHT

**Alignment Restriction:** Active  
**Prayer Time:** 65 Minutes  
**Invoking Time:** See below  
**Area Affected:** See below  
**Distance to Focus:** Self

**Save:** Control Resistance  
**Uses:** 1 per 6 PC  
**Range:** Earshot  
**Duration:** Instantaneous

**Description:** The invoker gives a short speech or makes a statement. All beings within earshot who hear the invoker speak and fail a Control Resistance will believe what the invoker said vehemently for 1 day per Piety Control of the invoker. After this time, the true belief will fade and the listener may or may not believe it based on his own observations.

## ENRICH

**Alignment Restriction:** None  
**Prayer Time:** 65 Minutes  
**Invoking Time:** 1 Minute  
**Area Affected:** 1 Person, Place or Object  
**Distance to Focus:** 2' per PC

**Save:** See below  
**Uses:** 1 per 6 PC  
**Range:** None  
**Duration:** 1 Day/PC

**Description:** The effects of Enrich vary depending on the area affected:

**Person:** The individual gains 1d4+1 Social Class and Appearance. All possessions carried on the surface of the body (such as clothing and armor) are polished to a pristine state. (This will not repair items but will make them shine magnificently.)

**Place:** Place appears as if freshly polished, scrubbed, painted, dusted, waxed, and cleaned. All things entering the place are affected as per the Clean invocation at the Piety Control of the invoker.

**Object:** This item appears to be worth double its normal value and is polished to a perfectly cleaned state.

## HARMONY

**Alignment Restriction:** Non-Evil  
**Prayer Time:** 65 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** 1 Being per 2 PC  
**Distance to Focus:** 2' per PC

**Save:** Control Resistance  
**Uses:** 1 per 6 PC  
**Range:** None  
**Duration:** 10 Sec./PC

**Description:** Causes affected beings to be unable to engage an opponent in combat for the duration of the invocation. A separate Control Resistance must be made for each opponent to engage them in combat.

## IMPOVERISH

**Alignment Restriction:** None  
**Prayer Time:** 65 Minutes  
**Invoking Time:** 1 Minute  
**Area Affected:** 1 Person, Place or Object  
**Distance to Focus:** 2' per PC

**Save:** See below  
**Uses:** 1 per 6 PC  
**Range:** None  
**Duration:** 1 Day/PC

**Description:** The effects of Impoverish vary depending on the area affected:

**Person:** Loses 1d4+1 Social Class and Appearance. All possessions

carried on the surface of the body (such as clothing and armor) appear dirty, dusty and worn.

**Place:** Place appears dull, dirty, faded and dust-filled. All things entering the place are affected as per the Tarnish invocation at the Piety Control of the invoker.

**Object:** This item appears to be worth half its normal value and appears dirty, dull and worn.

## SPIRIT FLOW

**Alignment Restriction:** Non-Evil  
**Prayer Time:** 65 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** 1 Being  
**Distance to Focus:** 2' per PC

**Save:** Magic Resistance  
**Uses:** 1 per 6 PC  
**Range:** None  
**Duration:** Instantaneous

**Description:** Allows the invoker to temporarily transfer up to one Will Force per 2 Piety Control to another being.

**Notes:** Will Force will leave the recipient and return to the invoker at a rate of 1 point per hour. This Will Force cannot be used for the purposes of making magical or divine magical effects permanent.

## SPIRIT LEAK

**Alignment Restriction:** Non-Good  
**Prayer Time:** 65 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** 1 Being  
**Distance to Focus:** 2' per PC

**Save:** Magic Resistance  
**Uses:** 1 per 6 PC  
**Range:** None  
**Duration:** Instantaneous

**Description:** Allows the invoker to temporarily take up to one Will Force per 2 Piety Control from another being.

**Notes:** Will Force will leave the invoker and return to the victim at a rate of 1 point per hour. This Will Force cannot be used for the purposes of making magical or divine magical effects permanent.

**Special Notes:** The Will Force rating of an invoker may be temporarily raised above racial maximum when invoking Spirit Leak.

## Piety Level 14



## CALCIFY FORM

**Alignment Restriction:** Evil  
**Prayer Time:** 70 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** 1 Being  
**Distance to Focus:** 2' per PC

**Save:** Magic Resistance  
**Uses:** 1 per 6 PC  
**Range:** None  
**Duration:** Permanent

**Description:** The physical form of one human sized living being is transformed into a statue of salt and calcium. All non-magical equipment worn or carried by the being is likewise turned to calcium.

**Notes:** The body of the individual remains in a stasis like state as long as the invocation lasts. Although the spirit and soul are trapped within the calcified form, the being cannot sense activities surrounding himself. Wind will erode the form at a rate of 1 Endurance per 10 miles an hour per day. Water of equal or greater mass than the calcified form will cause the entire form to dissolve immediately. Destroying the calcified form will release the spirit and soul.

## CONSUME FLESH

**Alignment Restriction:** Non-Good **Save:** Disease Resistance\*  
**Prayer Time:** 70 Minutes **Uses:** 1 per 6 PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being **Duration:** 10 Sec./PC  
**Distance to Focus:** Touch

**Description:** Causes the invoker's hands to become charged with a magical flesh-eating disease that is transferred to the first living being or animal touched. The disease acts quickly, destroying the flesh and causing the skin to become blackened and shriveled. The infected person takes 1d6 points of magical damage per 10 seconds in the infected area and has a 5% chance per 2 Piety Control of the invoker of having the disease spread to an adjacent area every 10 seconds. The disease can only move to one additional area per 10 seconds regardless of the number of areas afflicted.

**Notes:** The invoker is immune to her own Consume Flesh. Cure Disease will remove the disease but not the effects.

**Special Notes:** \*The Disease Resistance is made at -5% per 2 Piety Control of the invoker.

## CONTROL WEATHER

**Alignment Restriction:** Neutral **Save:** None  
**Prayer Time:** 70 Minutes **Uses:** 1 per 6 PC  
**Invoking Time:** 10 Minutes **Range:** See below  
**Area Affected:** See below **Duration:** 30 Min./PC  
**Distance to Focus:** 1 Mile per PC

**Description:** Allows the invoker to manipulate one type of local weather condition:

**Wind:** +/-5 miles per hour per 2 Piety Control of the invoker plus a change in direction if desired. Wind can be modified in a corridor 1 mile wide per 2 Piety Control of the invoker and up to 5 miles long per Piety Control.

**Temperature:** +/-5 degrees Fahrenheit per 2 Piety Control of the invoker in an area up to 1 mile per 2 Piety Control in radius.

**Cloud Cover:** Change the cloud cover by one type (none, light, partial, full and heavy) per 4 Piety Control of the invoker in a 5 mile radius per Piety Control of the invoker.

**Cloud Type:** Change the cloud formations by one type (cirrus, stratus, nimbus and cumulus) per 10 Piety Control of the invoker (only nimbus and cumulus produce precipitation). Area affected is a 5 mile radius per Piety Control of the invoker.

**Precipitation:** Adjust the chance of precipitation 5% per 2 Piety Control of the invoker in a 5 mile radius per Piety Control.

**Notes:** Changes in the weather will revert to normal at a rate of one change per 10 minutes after the invocation expires. Repeat invocations allow for accumulated change and greater effects.

## ELEMENTAL AIR FORM

**Alignment Restriction:** None **Save:** N/A  
**Prayer Time:** 70 Minutes **Uses:** 1 per 6 PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** Self **Duration:** 1 Min./PC  
**Distance to Focus:** Self

**Description:** Causes the invoker to transform into an Air Elemental with the following characteristics:

• Body areas now are as follows:

Area	End	Type
Head	x1	Vital
Torso	x2	Vital
Air Tendrils	x1	Limb (1 per 4 Piety Control)
Column of Air	x3	Vital

- Endurance is 2 points per Piety Control of the invoker.
- Physical attributes are 1d4+1 per 4 Piety Control (5d4+5 maximum). Agility is at +2. All others are the caster's normal attributes.
- Each tendril has 10 seconds of action and tendril attacks take 6 seconds -1 second per 4 Piety Control of the invoker (3 second minimum speed). Each blow delivers 1d4+1 smashing damage per 2 Piety Control of the invoker.
- Immune to poison, disease, shock fatigue, missile weapons.
- Voice is now disembodied. Has magical hearing and sight and can Life Sense at 100%.
- Cutting weapons do 1/4, smashing do 1/2, thrusting/piercing do none. Fire based attacks do 1/2, cold does 1/2, electricity does none and acid does none.
- Special abilities/powers at the invoker's Piety Control:  
 Wall of Air (At will), Wind Voice (At will), Divine Wind (x1 per day).

**Notes:** When the invocation ends, the invoker reverts to his normal form retaining all injuries received while in Elemental Air Form. If lethal damage is received while in Elemental Air Form, the invoker reverts back to his normal form in his deceased condition.

## JUDGMENT

**Alignment Restriction:** Neutral **Save:** None  
**Prayer Time:** 70 Minutes **Uses:** 1 per 6 PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** See below **Duration:** See below  
**Distance to Focus:** Touch

**Description:** When this invocation is called down upon a being, it creates an exact duplicate of the target (including attributes, equipment and skill ability) with the following conditions:

- 1) Alignment of the duplicate is diametrically opposite of the alignment of the target.
- 2) The duplicate being has an unwavering compulsion to kill the target being.
- 3) The duplicate being carries exact replicas of every item, magical or otherwise, that the target being is carrying or wearing. Any of the replica items leaving the possession of the duplicate vanish (hurled and missile weapons will vanish after their effects have been dealt with).
- 4) Fighting and other skills of the duplicate may be used differently than that of the target being.
- 5) Both the duplicate and target beings are spirit shifted during the conflict. Other beings attempting to interfere with an instance of this invocation receive their own Judgment. When the target being wins the duel, the duplicate and all effects (including damage dealt by the duplicate) from the contest vanish. If the duplicate wins, then the dead target being returns from the spirit realm but remains dead and the duplicate vanishes.

**Special Notes:** If the target being is neutral-aligned with no tendencies, then this invocation has no effect.





## PETRIFY FORM

**Alignment Restriction:** Good  
**Prayer Time:** 70 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** 1 Being  
**Distance to Focus:** 2' per PC

**Save:** Magic Resistance  
**Uses:** 1 per 6 PC  
**Range:** None  
**Duration:** Permanent

**Description:** The physical form of one human sized living being is transformed into a statue of stone. All non-magical equipment worn or carried by the being is likewise turned to stone.

**Notes:** The body of the individual remains in a stasis-like state as long as the invocation lasts. Although the spirit and soul are trapped within the petrified form, the being cannot sense activities surrounding himself. Destroying the petrified form will release the spirit and soul.

## REGENERATION

**Alignment Restriction:** None  
**Prayer Time:** 70 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** 1 Being  
**Distance to Focus:** Touch

**Save:** Magic Resistance  
**Uses:** 1 per 6 PC  
**Range:** None  
**Duration:** Instantaneous

**Description:** Any existing body area with less than 1 Endurance is healed to 1 Endurance. All missing limbs of a being are instantaneously regenerated at the cost of 1 Will Force per limb restored. The Will Force cost is paid by either the target or the invoker.

**Notes:** Vital areas that have been severed will not be regenerated. Multiple sub-areas regenerated (such as several fingers on the same hand) count as one limb.

## SPIRIT WALL

**Alignment Restriction:** None  
**Prayer Time:** 70 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** See below  
**Distance to Focus:** 2' per PC

**Save:** N/A  
**Uses:** 1 per 6 PC  
**Range:** None  
**Duration:** 5 Min./PC

**Description:** Creates 1 section per 4 Piety Control of the invoker of a 10' x 10' x 3" wall appearing as a transparent glass-like material. The wall sections will grow out of one surface and will magically attach to other surfaces they encounter. If any being is standing within the area where a section of the wall is being created, the section will fail. Each Spirit Wall section is proof against physical and mental attacks, spells, invocations and magical or divine magical abilities originating from the other side of the wall.

**Notes:** Each section of the Spirit Wall is immune to damage but may be destroyed by Dispel Divinity or Disintegration.

## SUMMON AIR ELEMENTAL

**Alignment Restriction:** None  
**Prayer Time:** 70 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** See below  
**Distance to Focus:** 10'

**Save:** None  
**Uses:** 1 per 6 PC  
**Range:** Unlimited  
**Duration:** 10 Min./PC

**Description:** Summons an Air Elemental to the invoker with the following characteristics:

• Body areas are as follows:

Area	End	Type
Head	x1	Vital
Torso	x2	Vital
Air Tendrils	x1	Limb (1 per 4 Piety Control)
Column of Air	x3	Vital

- Endurance is 2 points per Piety Control of the invoker.
- Physical attributes are 1d4+1 per 4 Piety Control (5d4+5 maximum). Agility is at +2. All others are the caster's normal attributes.
- Each tendril has 10 seconds of action and tendril attacks take 6 seconds minus 1 second per 4 Piety Control of the invoker (3 second minimum speed). Each blow delivers 1d4+1 smashing damage per 2 Piety Control of the invoker.
- Immune to poison, disease, shock fatigue, missile weapons.
- Voice is now disembodied. Has magical hearing and sight and can Life Sense at 100%.
- Cutting weapons do 1/4, smashing does 1/2, thrusting/piercing do none. Fire based attacks do 1/2, cold does 1/2, electricity does none and acid does none.
- Special abilities/powers at the invoker's Piety Control:  
 Wall of Air (At will), Wind Voice (At will), Divine Wind (x1 per day).

**Notes:** The Air Elemental is not automatically under the control of the invoker. At the end of the duration of the invocation or if the elemental takes lethal damage, it returns to its home plane.

## SUMMON UNDEAD

**Alignment Restriction:** Evil  
**Prayer Time:** 70 Minutes  
**Invoking Time:** 1 Minute  
**Area Affected:** See below  
**Distance to Focus:** Self

**Save:** Magic Resistance  
**Uses:** 1 per 6 PC  
**Range:** 1 Mile/PC  
**Duration:** Instantaneous

**Description:** Allows the invoker to reach out to a named type of undead within range, compelling the undead beings to travel to the invoker. This invocation calls 1d4 lesser undead (skeletons, zombies, etc.) per 2 Piety Control of the invoker and one greater undead (wraith, banshee, etc.) per 2 Piety Control of the invoker.

**Notes:** All compulsion leaves the affected undead beings when they see the invoker. The undead will quite likely attack the invoker, unless controlled by another means. Greater undead are allowed a Magic Resistance save to ignore the effects of this invocation. Arch undead (such as vampires and liches) are unaffected by this invocation.

## TREE FORM

**Alignment Restriction:** Neutral  
**Prayer Time:** 70 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** 1 Being  
**Distance to Focus:** 2' per PC

**Save:** Magic Resistance  
**Uses:** 1 per 6 PC  
**Range:** None  
**Duration:** Permanent

**Description:** The physical form of one human sized living being is transformed into a living tree in the general shape and likeness of the being. All non-magical equipment worn or carried by the being is incorporated within the tree form. Any body areas touching the ground will grow roots, while those areas closest to a light source will sprout branches and leaves.

**Notes:** The tree form will grow with the seasons as if a normal tree. Although the spirit and soul are trapped within the tree form, the being cannot sense activities surrounding himself. After a few short years, the only recognizable features will be the distorted shape of a face within the bark of the tree. Reddish sap is yielded when the tree is cut. The new life span of the tree form is 10d10 x 10 years. Destroying the tree form will release the spirit and soul.

## Piety Level 15

### CREATE GREATER UNDEAD

**Alignment Restriction:** Evil **Save:** None  
**Prayer Time:** 75 Minutes **Uses:** 1 per 8 PC  
**Invoking Time:** 5 Minutes **Range:** None  
**Area Affected:** See Below **Duration:** 1 Hour/PC  
**Distance to Focus:** Touch

**Description:** The invocation creates a greater undead corpse by infusing a dead body with negative life force. The type of undead is based upon the corpse and the conditions of its death. Examples are listed below:

Remains	Type of Undead
Freshly buried humanoid	Ghoul
Freshly buried evil humanoid	Wight

### DELIRIUM

**Alignment Restriction:** Evil **Save:** Control Resistance  
**Prayer Time:** 75 Minutes **Uses:** 1 per 8 PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being per 4 PC **Duration:** 1 Hour/PC  
**Distance to Focus:** 2' per PC

**Description:** Causes the affected beings to become afflicted with a random insanity (see the Master's Manual for a detailed list of insanity types).

**Special Notes:** An invoker with at least a 16 Piety Control can alternatively select only one being, but may select a specific insanity type.

### DISPEL DIVINITY

**Alignment Restriction:** None **Save:** See below  
**Prayer Time:** 75 Minutes **Uses:** 1 per 8 PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Invocation or Item **Duration:** Permanent  
**Distance to Focus:** 2' per PC

**Description:** Allows the invoker an attempt to dispel one previous invocation in effect, or all the divine powers of one magic item. When attempting to dispel invocations, a contest is rolled between the Piety Control of the invoker dispelling and the invoker who originally cast the invocation. This is done by converting both invokers' Piety Controls to a percentage by multiplying them by 5%. Each rolls percentage dice (or the GM rolls if no other player is involved), and the player who makes his roll by the most wins. If the invoker attempting the dispel wins, then the invocation is dispelled; otherwise there is no effect.

**Example:** A Druid with a Piety Control of 15 ( $5 \times 5\% = 75\%$ ) wants to dispel a Wall of Bone invoked by a Priest with a Piety Control of 12 ( $12 \times 5\% = 60\%$ ). The Druid rolls a 30%, and the Priest a 50%. The Druid wins, as he makes his roll by 45%, and the Priest only made his by 10%. The invocation is dispelled.

**Notes:** When dispelling powers in divine magic items, the contest is

versus the Base Piety Level of the item. Powers are not permanently dispelled, but return at a rate of 1 Piety per day. Invocations with an instantaneous duration cannot be dispelled. Invocations with a permanent duration are at a +75% versus Dispel Divinity.

### DOOM

**Alignment Restriction:** Non-Good **Save:** Control Resistance  
**Prayer Time:** 75 Minutes **Uses:** 1 per 8 PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being per 2 PC **Duration:** 1 Min./PC  
**Distance to Focus:** 2' per PC

**Description:** Causes the affected beings to feel an impending doom and suffer the following ill effects:

- -2 damage per die to melee and missile weapons in combat.
- -4 to hit with melee and missile weapons in combat.
- +4 initiative in combat.
- -10% to further Control Resistance per 5 Piety Control of the invoker.
- Flee the presence of the invoker if a Control Resistance is failed.
- -25% to morale checks.

### GEAS

**Alignment Restriction:** None **Save:** Control Resistance  
**Prayer Time:** 75 Minutes **Uses:** 1 per 8 PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being per 2 PC **Duration:** See Below  
**Distance to Focus:** 2' per PC

**Description:** Compels several beings to follow one guideline or complete one task for a set period of time. The guideline or task can be stated secretly or aloud but must be both within the capability and alignment of the targeted being. The task or guideline must be explicitly specified by the invoker and must include ending conditions of the Geas. The Geas dissipates once the guideline conditions have been met or the task has been completed.

**Notes:** If the Geas is hidden from the individuals, the affected beings will have general compulsions that lead them toward completing the task or following the proscribed guideline.

**Special Notes:** If the affected being believes that the nature of the Geas is completely opposed to his true wishes, then an additional Control Resistance is allowed to break the compulsion.

### HEROISM

**Alignment Restriction:** Non-Evil **Save:** Control Resistance  
**Prayer Time:** 75 Minutes **Uses:** 1 per 8 PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being per 2 PC **Duration:** 1 Min./PC  
**Distance to Focus:** 2' per PC

**Description:** Causes the affected beings to feel brave, gaining the following positive effects:

- +2 damage per die to melee and missile weapons in combat.
- +4 to hit with melee and missile weapons in combat.
- -4 Initiative in combat.
- +10% to Control Resistance rolls per 5 Piety Controls of the invoker.
- Affected beings have a chance of Berserking (even if no chance existed before) at 10% chance per 2 Piety Control of the invoker.
- Immunity to fear (in all forms).
- +25% to morale checks.

## RELEASE

**Alignment Restriction:** None  
**Prayer Time:** 75 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** 1 Being  
**Distance to Focus:** 2' per PC

**Save:** Magic Resistance  
**Uses:** 1 per 8 PC  
**Range:** None  
**Duration:** Instantaneous

**Description:** Any being targeted by this invocation that is magically confined (such as by the invocation Imprison or the spell Mind Trap) is released. If the nature of the confinement was body and soul, then the target is restored to a state just as she existed when imprisoned. If the confinement was limited to soul only, then the released soul searches close by for a non-sapient being or animal body to inhabit. If there is no place within sight for the released soul to go, it moves on to a higher plane. The spirit of a greater undead can be released by this invocation.

**Notes:** For the invocation to work, the Piety Control of the invoker must be greater than the amount of Aura put into the confining spell, or greater than the Piety Control of the invoker who confined the being in the case of an invocation. If the confinement is from a skill, then the Piety Control of the invoker must be greater than 2 times the Practitioner Title of the skill user.

## RESOLVE

**Alignment Restriction:** None  
**Prayer Time:** 75 Minutes  
**Invoking Time:** 1 Minute  
**Area Affected:** Invoker  
**Distance to Focus:** Self

**Save:** N/A  
**Uses:** 1 per 8 PC  
**Range:** None  
**Duration:** 1 Hour/PC

**Description:** The invoker focuses his determination and is rewarded with the following effects:

- 1) A temporary Will Force rating increase of 1d4+1 (may surpass racial maximums).
- 2) Immune to fear and fatigue.
- 3) +10% Control Resistance



## SPIRIT SHIFT

**Alignment Restriction:** None  
**Prayer Time:** 75 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** Self  
**Distance to Focus:** Self

**Save:** N/A  
**Uses:** 1 per 8 PC  
**Range:** None  
**Duration:** 10 Min./2 PC

**Description:** The invoker has the ability to become insubstantial, allowing her to will herself to the phase plane and back again. While in the phase plane, the invoker will appear transparent and shimmer slightly and is immune to all physical effects of the earthly realm (in fact, the invoker can pass through objects on the phase plane without hindrance).

**Notes:** Shifting back and forth from the earthly realm to the phase realm (and vice versa) requires 10 seconds of action. Phased weapons or beings can affect the invoker as normal.

## Piety Level 16



## DIVINE WIND

**Alignment Restriction:** None  
**Prayer Time:** 80 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** See below  
**Distance to Focus:** 3' per PC

**Save:** Magic Resistance  
**Uses:** 1 per 8 PC  
**Range:** None  
**Duration:** 1 Min./PC

**Description:** The invoker summons forth a great gust of wind that blows over the target area and then disappears. The target area is a corridor that is 5' long per Piety Control and is 20' x 20' high and wide. As the divine wind gusts over beings, it affects them in the following ways:

- 1) Beings that are in the same alignment category (good, neutral or evil) as the invoker feel that fate is with them and are granted 2-5 fate points to be used at their own discretion anytime while in the wind. Fate points can be applied to skill rolls (+5% per fate point) or combat modifiers (+1 per fate point).
- 2) Beings not in the same alignment category will feel as though fate is against them. The invoker will get 2-5 fate points to be used against these beings so long as they are in the wind.
- 3) All enemies of the invoker must make an Agility save once per 10 seconds otherwise, they will be blown to the ground. All missile weapons fired by enemies of the invoker will be at -4 to hit.
- 4) All missile weapons fired by companions of the invoker are at +4 to hit.

## ELEMENTAL EARTH FORM

**Alignment Restriction:** None  
**Prayer Time:** 80 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** Self  
**Distance to Focus:** Self

**Save:** N/A  
**Uses:** 1 per 8 PC  
**Range:** None  
**Duration:** 1 Min./PC

**Description:** Causes the invoker to transform into an Earth Elemental with the following characteristics:

- A humanoid body with no neck (uses the Humanoid Body Table).
- Endurance in all body areas is 3 points per Piety Control of the invoker.
- Physical attributes are 1d4+1 per 4 Piety Control (5d4+5 maximum). Strength is at +4. All others are the caster's normal attributes.
- 1 point of hide per Piety Control of the invoker.
- Each hand has 10 seconds of action and fist attacks take 8 seconds -1 second per 4 Piety Controls of the invoker (4 second minimum speed). Each blow delivers 1d4 smashing damage per Piety Control of the invoker.
- Immune to poison, disease, shock, fatigue, fire, electricity and acid.
- Voice is now disembodied. Has magical hearing and sight and can Life Sense at 100%.
- Cutting damage does 1/4, smashing does 1/2, thrusting/piercing does none. Fire based attacks do none, cold based do 1/2, electricity based do none and acid based do none.
- Special abilities/powers at invoker's Piety Control:  
Petrify Form (x2 per day), Earthquake (x1 per day).

**Notes:** When the invocation ends, the invoker reverts to his normal form retaining all injuries received while in Elemental Earth Form. If lethal damage is received while in Elemental Earth Form, the invoker reverts back to his normal form in his deceased condition.



## IMPRISON

**Alignment Restriction:** None  
**Prayer Time:** 80 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** 1 Being  
**Distance to Focus:** Touch

**Save:** Magic Resistance  
**Uses:** 1 per 8 PC  
**Range:** 1' per PC  
**Duration:** Permanent

**Description:** The invoker targets one being near a reflective or semi-reflective surface, attempting to entrap the body and soul of the target within the reflective surface. If successful, all personal possessions of the target being remain while the being becomes trapped within an ageless realm, unable to speak or move.

**Special Notes:** The skills Life Sense and Identify can separately detect the being trapped within the reflective surface. Beings trapped by Imprison must make a Will Force save when the invocation is first invoked, and once a year after, or suffer a random insanity.

## SPIRIT SPHERE

**Alignment Restriction:** None  
**Prayer Time:** 80 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** 1' Radius per PC  
**Distance to Focus:** 1' per PC

**Save:** See below  
**Uses:** 1 per 8 PC  
**Range:** None  
**Duration:** 10 Sec./PC

**Description:** Creates a semi-transparent, nearly invulnerable sphere at the location specified by the invoker. The sphere can be up to 1' in radius per Piety Control of the invoker and is proof against physical and mental attacks, spells, invocations and magical and divine magical abilities. Beings within the sphere cannot leave, nor can beings outside the sphere enter (including teleportation). However, the sphere can be moved if sufficient force is applied to move the mass within the sphere.

**Notes:** The Spirit Sphere is immune to damage, but may be destroyed by Dispel Divinity or Disintegration. This sphere will displace anyone or anything randomly if its edge appears on the item or being. This includes the ground, by magically scooping a divot of earth or stone into the bottom of the sphere, and restoring it to its previous state upon expiration of the invocation.

## SUMMON EARTH ELEMENTAL

**Alignment Restriction:** None  
**Prayer Time:** 80 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** See below  
**Distance to Focus:** 10'

**Save:** None  
**Uses:** 1 per 8 PC  
**Range:** Unlimited  
**Duration:** 10 Min./PC

**Description:** Summons an Earth Elemental with the following characteristics:

- A humanoid body with no neck (uses the Humanoid Body Table).
- Endurance in all areas is 3 points per Piety Control of the invoker.
- Physical attributes are 1d4+1 per 4 Piety Control (5d4+5 maximum). Strength is at +4. All others are the caster's normal attributes.
- 1 point of hide per 1 Piety Control of the invoker.
- Each hand has 10 seconds of action and fist attacks take 8 seconds -1 second per 4 Piety Control of the invoker (4 second minimum speed). Each blow delivers 1d4 smashing damage per Piety Control of the invoker.
- Immune to poison, disease, shock, fatigue, fire, electricity and acid.
- Voice is now disembodied. Has magical hearing and sight and can Life Sense at 100%.
- Cutting damage does 1/4, smashing does 1/2, thrusting/piercing does none.

Fire based attacks do none, cold based do 1/2, electricity based do none and acid based do none.

- Special abilities/powers at invoker's Piety Control:  
Petrify Form (x2 per day), Earthquake (x1 per day).

**Notes:** The Earth Elemental is not automatically under the control of the invoker. At the end of the duration of the invocation or if the elemental takes lethal damage, it returns to its home plane.

## VICE

**Alignment Restriction:** None  
**Prayer Time:** 80 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** 1 Being  
**Distance to Focus:** 2' per PC

**Save:** Control Resistance  
**Uses:** 1 per 8 PC  
**Range:** None  
**Duration:** 1 Hour/PC

**Description:** Causes one being to suffer the ill effects of one vice:  
*Gluttony:* The affected being will eat as much as possible for the duration with vomiting and intestinal problems a likely result. A Vitality save is required once per hour or the victim will be incapacitated for 2-12 (2d6) hours.

*Greed:* The affected being hoards wealth and takes as much wealth and valuables as he can from others. No amount of money is enough to satisfy the victim of this vice.

*Sloth:* The affected being feels constantly tired. Physical attributes are reduced to 1/2, and the character is immediately at the highest level of physical fatigue. The victim will refuse to move and will find a place to sleep for many hours at a time.

*Lust:* The affected being's sexual appetite goes into high gear and will give up all other desires to mate with reckless abandon, usually to the point of exhaustion. The afflicted being will not be able to concentrate on anything else for long and will therefore be unable to perform complicated mental tasks such as meditating, casting spells or invoking invocations.

*Pride:* The affected being becomes enamored with an attribute, skill, possession or love he possesses and will show it off continuously and contemptuously.

*Envy:* The affected being desires another being's possessions, positions or loves. She will attempt to get the envied thing or person any way possible, becoming so obsessed with the envy that all other aspects of life will fall by the wayside. Even if that object or person becomes unattainable they will continue to seek it.

*Wrath:* Past and present transgressions are amplified a thousand fold causing the being to seek revenge that far outweighs the transgression.

**Notes:** A being can only be affected by one Vice at a time.

**Special Notes:** This invocation requires guidance by the Game Master in application. The effects are situational and based largely on the previous perceived actions of that being. In the absence of past known actions the Game Master must improvise past actions that are worsened by Vice.

## VIRTUE

**Alignment Restriction:** None  
**Prayer Time:** 80 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** 1 Being  
**Distance to Focus:** 2' per PC

**Save:** Control Resistance  
**Uses:** 1 per 8 PC  
**Range:** None  
**Duration:** 1 Hour/PC

**Description:** Causes one being touched to benefit from the positive effects of one virtue:

*Content:* The affected being is happy with his life and situation.

During this time the being has a +2 Charm, morale checks are +50%, Control Resistance is +20% and he is immune to fear.

**Chastity:** The being can stave off desire, saving himself for true love. No sexual-based control or Charm influences can be used against this being. If he is in love, adultery/compulsion to adultery is impossible.

**Temperance:** The being cannot stand the effects of mind and body altering effects occurring from alcohol, herbs, potions or magic. She will refuse and resist even positive improvements that are not natural to the body.

**Diligence:** The ability to focus clearly upon on one task without distraction, affording a +2 modifier to Intelligence and immunity to control while completing the task. Once a task is begun, he cannot be dissuaded from completing it.

**Charity:** The affected being has no need for wealth beyond survival and status quo. She will give away money, food and even clothes to help the poor and needy and feels most happy when helping others. The being is likely to donate possessions beyond her means unless an Intelligence save is made.

**Peacefulness:** The being cannot use or even carry weapons, as violence is abhorrent to him. This being cannot be controlled to attack or harm another being.

**Humility:** The being accepts his lowly place in the world, refusing to recognize the social order and as such suffers a -4 rating to Social Class. He will accept difficult or unpleasant tasks.

**Notes:** A being can only be affected by one Virtue at a time.

**Special Notes:** This invocation requires guidance by the Game Master in application. The effects are situational and based largely on the previous perceived actions of that being.

## Piety Level 17

### CLARITY

**Alignment Restriction:** None

**Prayer Time:** 85 Minutes

**Invoking Time:** 10 Seconds

**Area Affected:** 1 Being

**Distance to Focus:** Touch

**Save:** Magic Resistance

**Uses:** 1 per 10 PC

**Range:** None

**Duration:** 10 Min./PC

**Description:** Causes one being touched to have absolute clarity of thought and the following benefits for the duration of the invocation:

- 1) Immune to illusions, fear and awe.
- 2) +20% to Control Resistance.
- 3) Existing control or possession is removed.
- 4) +2 to all mental attributes.

### CORRUPTION

**Alignment Restriction:** Evil

**Prayer Time:** 85 Minutes

**Invoking Time:** 10 Seconds

**Area Affected:** 1 Being

**Distance to Focus:** 2' per PC

**Save:** Control Resistance

**Uses:** 1 per 10 PC

**Range:** None

**Duration:** 1 Hour/PC

**Description:** Causes one good-aligned being indicated by the invoker to become morally corrupt for the duration, resulting in cravings for

power, money, destruction and other evil desires. The normally calm and peaceful being would become violent if provoked or kept from fulfilling her desires. When the duration expires, the affected being reverts back to her previous alignment and loses all memory of events that transpired while corrupted.

**Notes:** Neutral-good beings are not affected by this invocation.

### CREATE GREATER UNDEAD SPIRIT

**Alignment Restriction:** Evil

**Prayer Time:** 85 Minutes

**Invoking Time:** 10 Minutes

**Area Affected:** See Below

**Distance to Focus:** 2' per PC

**Save:** None

**Uses:** 1 per 10 PC

**Range:** None

**Duration:** 1 Hour/PC

**Description:** The invocation creates a greater undead spirit, by infusing a dead spirit with negative life force. The type of greater undead is based upon the conditions when the invocation is invoked. Examples are given below:

Conditions	Type of Undead
Area associated w/death where body was completely consumed or destroyed	Shadow
Area where an elven female suffered a traumatic death	Banshee
Area where any elf suffered a traumatic death	Specter

### DIRECT

**Alignment Restriction:** None

**Prayer Time:** 85 Minutes

**Invoking Time:** 1 Seconds

**Area Affected:** 1 Being per 2 PC

**Distance to Focus:** 2' per PC

**Save:** Control Resistance

**Uses:** 1 per 10 PC

**Range:** None

**Duration:** 1 Min./PC

**Description:** Each being affected is compelled to follow a one-word mental command from the invoker. The command word is the same for all beings affected by a single invocation.

**Notes:** The being must be able to fulfill the command or there is no effect.

### FERTILIZATION

**Alignment Restriction:** Non-Evil

**Prayer Time:** 85 Minutes

**Invoking Time:** 1 Minute

**Area Affected:** 100' radius/2 PC

**Distance to Focus:** Self

**Save:** None

**Uses:** 1 per 10 PC

**Range:** None

**Duration:** 1 Hour/2 PC

**Description:** This invocation causes a large area to become imbued with positive life energy. The area has a tranquil feeling and draws all manner of living things to it. For each hour within the area affected by the invocation:

- 1) Waking beings are healed (at their healing rate) as if one day had passed. Sleeping beings are healed as if one week had passed. (Magical wounds are also affected by the healing rate.)
- 2) Disease and poison effects and duration are halved.
- 3) One Control Resistance may be attempted to initiate combat (those being attacked do not need to make a Control Resistance to defend).
- 4) Fertilization from sexual intercourse is increased by 5% per 2 Piety Control.

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## HORRORS

**Alignment Restriction:** None  
**Prayer Time:** 85 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** 1 Being  
**Distance to Focus:** 2' per PC

**Save:** Illusion Resistance  
**Uses:** 1 per 10 PC  
**Range:** None  
**Duration:** 1 Min./PC

**Description:** The deeply rooted fears of the subconscious of the target are brought to the surface, causing the afflicted to hallucinate that he is being attacked by his worst fears. An Illusion Resistance can be attempted once per 10 seconds to ignore the hallucinations. Failure indicates inaction for that period of time as the being fights his horrors.  
**Notes:** Beings that have Mind Dance, Thought Projection, or mental protection like the spell Mind Set are immune to the effects of this invocation.

## MERCY

**Alignment Restriction:** None  
**Prayer Time:** 85 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** See below  
**Distance to Focus:** Touch

**Save:** Magic Resistance  
**Uses:** 1 per 10 PC  
**Range:** None  
**Duration:** Instantaneous

**Description:** Creates a duplicate of the target being composed of divine energy and bathed in a light equal to the alignment of the target. All wounds, poisons, diseases, lycanthropy, and temporary loss of attribute points are transferred to the duplicate being. Once these ill effects have been transferred, the duplicate vanishes.  
**Notes:** Lost limbs are not regenerated and permanently lost attribute points are not restored.

## PESTILENCE

**Alignment Restriction:** Non-Good  
**Prayer Time:** 85 Minutes  
**Invoking Time:** 1 Minute  
**Area Affected:** 100' Radius per 2 PC  
**Distance to Focus:** Self

**Save:** None  
**Uses:** 1 per 10 PC  
**Range:** None  
**Duration:** 1 Hour/2 PC

**Description:** This invocation causes a large area to become imbued with negative life energy. For each hour within the area affected by the invocation:

- 1) Plant life is affected as follows: The first hour, grass, leaves and new growth will wither and die. By the second hour, small plants and weeds will have withered. The third hour will kill bushes and small trees. The fifth hour will kill medium trees and large shrubs. By the sixth hour, even large trees will be dead. After 12 hours, giant trees (such as redwoods and sequoias) will die.
- 2) All animals that are active and in the area affected take 1d4 damage per hour applied evenly to all areas. If they are sleeping, they will be trapped and be unable to naturally wake, slowly dying from the withering.
- 3) Sapient beings and magical beasts are afforded a Magic Resistance each hour or suffer 1d4 points of magical damage to all areas applied evenly. Those that are asleep are afforded a Magic Resistance to awaken, or they remain asleep and cannot be awakened until they are removed from the affected area.
- 4) The area has a strong sense of pervading doom causing all beings to be on edge. A Control Resistance for each being must be made or a compulsion to fight will occur.

## POSSESSION

**Alignment Restriction:** Non-Good  
**Prayer Time:** 85 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** 1 Being  
**Distance to Focus:** Touch

**Save:** Control Resistance  
**Uses:** 1 per 10 PC  
**Range:** None  
**Duration:** 1 Day per PC

**Description:** Allows the invoker to transfer his psyche into another living being. During the time of this invocation, the invoker's body adjusts to a type of hibernation with shallow breathing and a comatose-like state. Once per minute, a contest of Will Force can occur in the target being to determine which psyche is suppressing the other. For each contest of Will Force completed, a -1 rating to Will Force is applied to both psyches (Will Force lost in this way will return at a rate of 1 per hour). Due to the unfamiliarity of the new body and two psyches wrestling for control, the possessed being has a -2 rating applied to Strength and Agility. Each day, a contest of Will Force occurs between the two psyches. The psyche that loses the contest will have 1 Will Force drained away for the duration of the Possession.  
**Notes:** Beings with Mind Dance, Thought Projection or mental protection (such as the spell Mind Set) are immune to Possession. The Agility and Strength rating penalties are removed after a full day of inhabiting the host body. If the invoker's body is killed while possessing a being, his psyche is permanently trapped within the body of the Possession target.



## SANCTITY

**Alignment Restriction:** Good  
**Prayer Time:** 85 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** 1 Being  
**Distance to Focus:** 2' per PC

**Save:** Control Resistance  
**Uses:** 1 per 10 PC  
**Range:** None  
**Duration:** 30 Min./PC

**Description:** Causes one evil-aligned being indicated by the invoker to become morally sanctified for the duration, resulting in desires to serve, help, heal others, and serve the cause of good. The normally belligerent and violent being would become friendly and peaceful, in all except the most extreme of circumstances. When the duration expires, the affected being reverts back to their previous alignment and loses all memory of events that transpired while corrupted.  
**Notes:** Neutral-evil beings are not affected by this invocation.



## Piety Level 18

### ANTI-MAGIC

**Alignment Restriction:** None **Save:** N/A  
**Prayer Time:** 90 Minutes **Uses:** 1 per 10 PC  
**Invoking Time:** 10 Minutes **Range:** None  
**Area Affected:** See below **Duration:** 30 Min./PC  
**Distance to Focus:** 2' per PC

**Description:** The invoker can create up to one 10' x 10' x 10' area per 2 Piety Control in which all magic not of a divine nature will be nullified. aura based magic items, skills and existing effects existing within or entering into the null magic zone are effectively "turned off" and are not available for use while within the area affected. Leaving the area affected or the expiration of the Anti-Magic invocation will restore all aura based magic items, skills and effects to the previous nature.

**Special Notes:** Only one spell (Anti-Divinity) can be cast or exist within the area affected. Anti-Magic and Anti-Divinity affect all spells and invocations (respectively) except each other.

### BANE

**Alignment Restriction:** None **Save:** Magic Resistance  
**Prayer Time:** 90 Minutes **Uses:** 1 per 10 PC  
**Invoking Time:** 1 Hour **Range:** See below  
**Area Affected:** 1 Object or Place **Duration:** 30 Min./PC  
**Distance to Focus:** Touch

**Description:** This invocation surrounds an object or place with a very strong negative energy field attuned against a single race, class, alignment or any combination thereof.

**Object:** For every 10 seconds the object touches a being it is attuned against, the being must make a Magic Resistance or die. Beings whom the object is attuned against can feel a sense of danger within sixty feet of the object and can sense the object as the source if they can see it.

**Place:** The size of the location can be no larger than one 10' x 10' x 10' area per Piety Control of the invoker. Beings whom the place is attuned against can feel a sense of danger within one hundred feet of the area and can sense the area as the source if they can see it. Beings in the area affected must make a Magic Resistance once per 10 seconds or perish.

### DIVINE BLAST

**Alignment Restriction:** Non-Neutral **Save:** Magic Resistance  
**Prayer Time:** 90 Minutes **Uses:** 1 per 10 PC  
**Invoking Time:** 10 Seconds **Range:** See below  
**Area Affected:** See below **Duration:** Instantaneous  
**Distance to Focus:** 2' per PC

**Description:** This invocation creates a great concussive force that blasts outwards from the epicenter. The effect of the blast on beings and structures depends upon their location within the area affected:

- 1' radius per 2 Piety Control: 1d10 smashing damage per 2 Piety Control of the invoker to 4d4 randomly selected body areas. Beings caught in this area affected are thrown away from the cen-

ter a distance of 1 foot per Piety Control and lose 10 seconds of action while recovering from the blast. (Subtract 1 foot from total distance per 50 pounds of weight.)

- 2' radius per 2 Piety Control: 1d8 smashing damage per 2 Piety Control to 2d4 randomly selected body areas. Beings affected are knocked over and lose 1d6+1 seconds of action regaining a standing position.
- 3' radius per 2 Piety Control: 1d6 smashing damage per 2 Piety Control to 1d4 randomly selected body areas. Beings must make an Agility save or be knocked over requiring 1d6+1 seconds to regain a standing position.

**Notes:** Ignore the overlap between the areas affected (treat the effects as separate rings around the epicenter). A successful Magic Resistance by beings trapped in the blast reduces damage by half. The following spells and invocations provide protection against this invocation: Invulnerability, Wall of Power, Sphere of Power, Spirit Wall and Spirit Sphere. However, each of the indicated sphere and wall spells and invocations has a 1% chance of shattering per Piety Control of the invoker. Walls of Protection and Spheres of Protection will nullify the magic of Divine Blast within their affected area.

### DIVINE RETRIBUTION

**Alignment Restriction:** Fanatical **Save:** None  
**Prayer Time:** 90 Minutes **Uses:** 1 per 10 PC  
**Invoking Time:** 1 Minute **Range:** None  
**Area Affected:** Invoker **Duration:** Permanent  
**Distance to Focus:** Self

**Description:** Allows the invoker to perform a final act of retribution at the time of her death in the name of her deity. The invoker's spirit is transformed into divine energy, resulting in a Divine Blast equal in magnitude to the invoker's Piety Control.

**Notes:** Any being sacrificing themselves in this manner cannot be Recovered, Resurrected, Reincarnated or in any way brought back to life, except by a Wish or Miracle. This invocation can be invoked at anytime prior to death, triggering only when the invoker dies.

**Special Notes:** If the invoker is within an Anti-Divinity affected area at her time of death, then none of the effects of this invocation occur.

### ELEMENTAL FIRE FORM

**Alignment Restriction:** None **Save:** N/A  
**Prayer Time:** 90 Minutes **Uses:** 1 per 10 PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** Invoker **Duration:** 1 Min./PC  
**Distance to Focus:** Self

**Description:** Causes the invoker to transform into a Fire Elemental with the following characteristics:

- A humanoid body with no neck (uses the Humanoid Body Table).
- Endurance in all body areas is 3 points per Piety Control of the invoker.
- Physical attributes are 1d4+1 per 4 Piety Control (5d4+5 maximum). Agility is at +2. All others are the caster's normal attributes.
- Each hand has 10 seconds of action and fist attacks take 8 seconds -1 second per 4 Piety Control of the invoker (4 second minimum speed). Each blow delivers 1d4 smashing damage per 2 Piety Control of the invoker. In addition to damage from fist attacks, flesh and combustibles coming in contact with the elemental fire must make a Magic Resistance or take 1d6 fire damage per 2 Piety Control.
- Immune to poison, disease, shock, fatigue, fire and electricity.
- Voice is disembodied. Magical hearing and sight and can Life Sense at 100%.

- Cutting damage does 1/4, smashing does 1/2, thrusting/piercing does none.  
Fire based attacks do none, cold based do full, electricity based do none and acid based do 1/2.

- Special abilities/powers at the invoker's Piety Control:

Parch (At will), Light (At will), Divine Blast (x3 per day), Warm (at will)

**Notes:** When the invocation ends, the invoker reverts to his normal form retaining all injuries received while in Elemental Fire Form. If lethal damage is received while in Elemental Fire Form, the invoker reverts back to his normal form in his deceased condition.

## INSECT SWARM

**Alignment Restriction:** Neutral **Save:** None  
**Prayer Time:** 90 Minutes **Uses:** 1 per 10 PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** 1' Radius per PC **Duration:** 10 Sec./PC  
**Distance to Focus:** 2' per PC

**Description:** Creates a huge swarm of flying, stinging insects, roughly spherical in shape, that is controllable by the invoker. The swarm can move up to 15' per second and anyone caught within the swarm will take 1d4 points of damage to all non-protected areas (armor slits and eye-holes count as unprotected areas). Each 10 seconds of exposure to the swarm, a Poison Resistance is made against a collective poison effect or an additional 1d4 poison damage per 2 Piety Control to the neck and 1d8 damage per 2 Piety Control to the upper torso will occur, resulting in inflammation of the respiratory system. At the end of the duration, the insects vanish.

**Notes:** The invoker must direct the swarm, and can invoke no other invocations, cast spells, or take offensive action. If he does so, the swarm will act freely and attack the nearest being indiscriminately.

**Special Notes:** The swarm can not be stopped except by fire, fog or smoke. Fog or smoke will cause the insect swarm to land and fall into a subdued state for as long as the presence of the fog or smoke lasts. Every die of fire damage reduces the swarm radius by 1'. If the radius reaches zero, the swarm has been consumed.

## RESTORE SOUL

**Alignment Restriction:** None **Save:** None  
**Prayer Time:** 90 Minutes **Uses:** 1 per 10 PC  
**Invoking Time:** 1 Hour **Range:** None  
**Area Affected:** See below **Duration:** 1 Day per PC  
**Distance to Focus:** Touch

**Description:** This invocation binds an unattached soul to a soulless body, allowing the soul to manipulate the body as if it were alive. Any physical based skills use the attributes of the body while any mental based skills (such as Thought Projection) use the attributes of the soul. Involuntary muscle movements such as blinking and breathing do not occur, as the body itself is not really alive. While the body may not have an active respiratory or circulatory system, the body is magically preserved such that no obvious signs (such as a stench or decay) indicate that the body is not alive. Natural healing of wounds does not occur, but the affected being ignores physical fatigue and pain. However, a minimal sleep cycle of 2 hours each day is needed to prevent mental fatigue.

**Special Notes:** The being is considered to be supernatural and can be banished per the skill Banish, leaving the body on the earthly plane and sending the soul off to the nether planes.

## SLOW DEATH

**Alignment Restriction:** None **Save:** Magic Resistance  
**Prayer Time:** 90 Minutes **Uses:** 1 per 10 PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** 1 Being **Duration:** 1 Day/PC  
**Distance to Focus:** Touch

**Description:** An individual affected by Slow Death enters an unconscious hibernation like state, causing all life threatening effects to be considerably slowed. All bleeding, poisons and diseases are slowed such that their effects only occur once per day instead of at their regular time interval. Even the moment of death is no longer instantaneous as death takes one full hour before the body dies and the soul departs.

## SUMMON FIRE ELEMENTAL

**Alignment Restriction:** None **Save:** None  
**Prayer Time:** 90 Minutes **Uses:** 1 per 10 PC  
**Invoking Time:** 10 Seconds **Range:** Unlimited  
**Area Affected:** Self **Duration:** 10 Min./PC  
**Distance to Focus:** 10'

**Description:** Summons a Fire Elemental with the following characteristics:

- A humanoid body with no neck (uses the Humanoid Body Table).
- Endurance in all body areas is 3 points per Piety Control of the invoker.
- Physical attributes are 1d4+1 per 4 Piety Control (5d4+5 maximum).  
Agility has a +2 bonus. All others are the caster's normal attributes.
- Each hand has 10 seconds of action and fist attacks take 8 seconds -1 second per 4 Piety Control of the invoker (4 second minimum speed). Each blow delivers 1d4 smashing damage per 2 Piety Control of the invoker. In addition to damage from fist attacks, flesh and combustibles coming in contact with the elemental fire must make a Magic Resistance or take 1d6 fire damage per 2 Piety Control
- Immune to poison, disease, shock, fatigue, fire and electricity.
- Voice is now disembodied. Has magical hearing and sight and can Life Sense at 100%.
- Cutting damage does 1/4, smashing does 1/2, thrusting/piercing does none.  
Fire based attacks do none, cold based do full, electricity based do none and acid based do 1/2.
- Special abilities/powers invoker's Piety Control:  
Parch (At will), Light (At will), Divine Blast (x3 per day), Warm (at will)

**Notes:** The Fire Elemental is not automatically under the control of the invoker. At the end of the duration of the invocation or if the elemental takes lethal damage, it returns to its home plane.

## Piety Level 19

## EARTHQUAKE

**Alignment Restriction:** None **Save:** None  
**Prayer Time:** 95 Minutes **Uses:** 1 per 12 PC  
**Invoking Time:** 10 Minutes **Range:** None  
**Area Affected:** See below **Duration:** 5-20 Sec./PC  
**Distance to Focus:** 1 Mile per PC

**Description:** Causes the earth to tremble and shake, damaging buildings, and causing fear and uncertainty to those unfamiliar with its effects. The first 40 seconds of the Earthquake has no measurable effect as the power of the Earthquake builds. After the initial buildup, the effects are as follows:

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- 1) Epicenter: structures suffer 10d8 structural damage per 10 seconds of the quake. All non-flying individuals will be thrown to the ground. A 1% chance per 2 Piety Control of the invoker exists that the ground breaks open beneath the invoker's enemies, who will suffer 10d6 crushing damage per 10 seconds after falling in. After one minute of falling into an earthquake fissure, beings will begin to suffocate. Morale checks are required at -50% or Game Master Characters flee in random directions.
- 2) 1/2 mile per 2 Piety Control of the invoker from the epicenter: structures take 8d6 structural damage per 10 seconds of the quake. All individuals must make an Agility save once per 10 seconds or be thrown to the ground. Morale checks are required or GMCs flee in random directions.
- 3) 1 mile per 2 Piety Control of the invoker from the epicenter: structures take 4d6 structural damage per 10 seconds of the Earthquake.
- 4) 10 miles per 2 Piety Control of the invoker from the epicenter: tremors from the quake can be felt.
- 5) 100 miles per 2 Piety Control of the invoker from the epicenter: beings with Depth Knowledge can feel the rumblings of the earthquake and can determine the approximate direction to the epicenter.

**Notes:** Ignore the overlap between the areas affected (treat the effects as separate rings around the epicenter). Buildings constructed to withstand earthquakes as well as reinforced buildings of high quality manufacture suffer only 1/2 damage from the earthquake.

## EXTEND LIFE

**Alignment Restriction:** None  
**Prayer Time:** 95 Minutes  
**Invoking Time:** 1 Day  
**Area Affected:** Invoker  
**Distance to Focus:** Touch

**Save:** N/A  
**Uses:** 1 per 12 PC  
**Range:** None  
**Duration:** Instantaneous

**Description:** At the cost of one Will Force for each time invoked, Extend Life enables the invoker to lengthen his life span. While the invocation does not make the invoker any younger, it does prevent the invoker from aging for a time equal to the age extension listed. Once the age extension period is over, the invoker ages at twice his previous aging rate.

Repeat Usage	Age Extension	Aging Rate
1st	100 years	x2
2nd	10 years	x4
3rd	1 year	x8
4th	1 month	x16
5th or more	1 week	Previous aging rate x2

**Notes:** Multiple invokings are allowed, but the usefulness of such is limited by the law of diminishing returns. Each additional Extend Life will extend the life of the invoker as specified, but the aging rate doubles again with each usage.

## PERMANENCY

**Alignment Restriction:** None  
**Prayer Time:** 95 Minutes  
**Invoking Time:** 1 Hour  
**Area Affected:** 1 Invocation  
**Distance to Focus:** Touch

**Save:** Magic Resistance  
**Uses:** 1 per 12 PC  
**Range:** None  
**Duration:** Permanent

**Description:** This invocation extends the duration of another invocation such that the duration has no end. However, invocations with an instantaneous duration cannot be made permanent. Permanency does not affect invocations that are already permanent. When an invocation becomes permanent, the invoker no longer has the option of ending the invocation.

### Permanency does not affect the following invocations:

Aggression, Control Undead, Hold, Anguish, Control Water Elemental, Hold Animal, Balk, Corruption, Insect Swarm, Bravery, Dance, Judgment, Call Undead, Delirium, Panic, Calm, Direct, Resolve, Clarity, Divine Wind, Restore Sanity, Consume Flesh, Doom, Sanctity, Control Air Elemental, Earthquake, Sign, Control Animal, Entwine, Spiritual Guardian, Control Earth Elemental, Geas, Tornado, Control Fire Elemental, Heroism.

**Notes:** Permanent invocations are +75% versus Dispel Divinity. If the effect to be made permanent is on a being, that effect becomes a divine power, operating at a strength equal to the target's Piety Control. This power can be activated and deactivated at will (taking 5 seconds) by the being affected. Each time Permanency is invoked, the invoker loses 1/2 of one Will Force point. If an invocation is being made permanent on another being, that being loses 1 Will Force point. Both losses are permanent with one exception: should an invocation targeted by Permanency be dispelled, the invoker (and the individual if appropriate) regains the Will Force cost associated with the Permanency. In addition, the following invocations have special effects or additional costs when they are made permanent:  
*Control Weather:* Invoker permanently loses a total of 4 Will Force.  
*Imbue Divinity:* Refer to Imbue Divinity for special costs and effects.  
*Reflect Divinity:* Invoker permanently loses a total of 2 Will Force.  
*Turn Divinity:* Invoker permanently loses a total of 3 Will Force.

**Special Notes:** The GM may rule that the deity would not allow the targeted invocation to become permanent and would prevent the invoking of the Permanency.

## PLANE SHIFT

**Alignment Restriction:** None  
**Prayer Time:** 95 Minutes  
**Invoking Time:** 20 Seconds  
**Area Affected:** 1 Being per 4 PC  
**Distance to Focus:** Touch

**Save:** Magic Resistance  
**Uses:** 1 per 12 PC  
**Range:** None  
**Duration:** Instantaneous

**Description:** Travel to other planes is possible through the use of this invocation.

**Notes:** In order to transport gear to or from another plane, a Will Force save is required for each object. At 20 or greater Piety Control, the invoker can plane shift to another location on the same plane (similar to teleportation).

**Special Notes:** There is no guarantee that a magical item will function correctly when removed from its native plane as completely different laws of physics or magic may be in effect. Beings who are slain while not on their home plane are not permanently dead. Instead, they are plane shifted back to their home plane where all injuries are removed and one Will Force rating point is permanently lost.

## REINCARNATION

**Alignment Restriction:** Neutral  
**Prayer Time:** 95 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** 1 Being  
**Distance to Focus:** Touch

**Save:** None  
**Uses:** 1 per 12 PC  
**Range:** None  
**Duration:** Instantaneous

**Description:** This invocation speeds along a recently departed soul (from the time of death up to 1 hour) to a vessel that will be the container of its next life. The soul is reborn at the time of birth within the



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new vessel immediately somewhere else within the same plane. The form of the vessel is somewhat determined by chance but may be influenced by the invoker (the category may be adjusted by one in either direction for every 4 Piety Control of the invoker):

Roll	Form	Examples
01-09	Insect/arachnid	Spider/Urchin
10-19	Tiny Animal	Mouse/Gold Fish
20-29	Small Animal	Cat/Pike
30-49	Medium Animal	Dog/Alligator
50-69	Large Animal	Horse/Dolphin
70-79	Huge Animal	Bear/Squid
89-89	Giant Animal	Elephant/Whale
90-94	Magical Beast	Wyvern/Behemoth
95-99	Humanoid	Human/Elf/Goblin/Dwarf
100	Magical Servant	Deva (servant of a deity)

**Notes:** The invoker may choose the form within the category. The soul loses its sense of self, including all previously known abilities when it is reincarnated within the new form.

**Special Notes:** Beings that have a totem animal may ignore the above table and reincarnate as their totem animal.

## TORNADO

**Alignment Restriction:** Neutral **Save:** None  
**Prayer Time:** 95 Minutes **Uses:** 1 per 12 PC  
**Invoking Time:** 1 Minute **Range:** None  
**Area Affected:** See below **Duration:** 15 Sec./PC  
**Distance to Focus:** Sight

**Description:** Creates a localized, violently destructive funnel-shaped windstorm with the following dimensions:

- Base is 10 ft. diameter per 2 Piety Control.
- Height is 100 ft. per 2 Piety Control.
- Top of the tornado measures 20 ft. diameter per 2 Piety Control.
- The vortex moves with a velocity of 25 mph per 2 Piety Control.

Beings are affected by the tornado according to their proximity to the funnel:

- 1) Within 100' per 2 Piety Control of the invoker, air pressure is destabilized, reducing non-magical flight to gliding. In addition to being deafened, all beings must make a Strength save or be pulled closer to the tornado.
- 2) Beings caught in the tornado wall have their visibility reduced to 0. Due to the high velocity within the vortex, any item as small as a pebble striking a being deals 2 points of thrusting damage per 2 Piety Control. Physical armor provides no protection; only magical armor provides full protection. For every 10 seconds in the vortex wall, 3d4 pieces of debris will strike a human-sized being. (Adjust the debris number according to the non-human sized being's height: +1 additional piece of debris per +1 ft, -1 pieces of debris per -1 ft.)
- 3) Any being surviving the vortex wall and finding themselves in the vortex center will be subjected to a vacuum force (make Strength save at -50% if attempting to hold on to an anchored handhold every 10 seconds while in the center). The vacuum will lift the being to the top of the tornado where the being will be ejected, and they will then be subjected to falling damage equal to the tornado's height.

Structures and other permanently stationed objects like rooted trees are affected by the tornado in the following ways:

- 1) Within 100' of the tornado, foliage will have leaves and weak branches torn away.
- 2) Structures and other non-flexible objects within 10' of the tornado are subject to 1 point per Piety Control of cutting damage per 10 seconds of exposure. Large semi-flexible objects (such as trees) within 10' of the tornado are

subject to 1 point of cutting damage per 2 Piety Control per 10 seconds of exposure.

- 3) Within the tornado wall, buildings and other permanently places objects (such as statues) are subjected to 10 points (1 structural point) of cutting damage per 2 Piety Control per 10 seconds. Semi-flexible fixtures are subjected to 1/2 the amount.

When the tornado subsides, any debris that was held aloft will be dropped to the ground. Anyone or anything surviving within 100' per 2 Piety Control of the subsided tornado is subject to crushing damage from falling debris (to be determined by the GM).

**Notes:** Atmospheric variables including heavy cloud cover, plentiful moisture and rapid temperature changes must be present in order to create and sustain the Tornado. The direction of the Tornado can be controlled by the Control Weather invocation or a successful Weather Lore skill roll. The tornado can be retracted into the clouds and emerge elsewhere within the area affected, taking 30 seconds to accomplish.

## TURN DIVINITY

**Alignment Restriction:** None **Save:** None  
**Prayer Time:** 95 Minutes **Uses:** 1 per 12 PC  
**Invoking Time:** 10 Seconds **Range:** None  
**Area Affected:** 5 ft<sup>3</sup> per PC **Duration:** 1 Min./PC  
**Distance to Focus:** Self

**Description:** Causes all invocations invoked within the area affected to be reflected back at the originator. Missile weapons of a divine nature or affected in any way by an invocation will also turn back upon their originator.

**Notes:** If Turn Divinity likewise affects the originator, then the results are random (see reflection rules at the beginning of the Magic section).



## Piety Level 20



### IMBUE DIVINITY

**Alignment Restriction:** None

**Prayer Time:** 100 Minutes

**Invoking Time:** See below

**Area Affected:** 1 Object

**Distance to Focus:** Touch

**Save:** N/A

**Uses:** 1 per 12 PC

**Range:** None

**Duration:** Permanent

**Description:** This powerful invocation allows the invoker to create divinely magical items.

#### Preparation

As it may take a lengthy amount of time to create the divine item, the invoker cannot leave the presence of the item past step 1 or the invocation will fail. Therefore, all supplies, foodstuffs and necessary materials need to be gathered before the invocation starts. Assistants can assist in the disbursement of stored materials, but each distraction accumulates a 1% chance of causing Imbue Divinity to fail.

#### Step 1: The Item

Creation of divine items starts with the item itself. If the item is not made of magical material, the imbue may fail immediately. Check chance below.

Item Condition	Chance of Failure
Magical*	0%
Highest Quality (flawless)	1%
High Quality (excellent)	20%
Good Quality	40%
Average Quality	50%
Low Quality (fair)	60%
Lowest Quality (poor)	80%
Flawed or Broken	100%

\*Made of magical material (Imbue Divinity will automatically fail if the item already has magical or divine powers of any kind).

**Item Condition:** The quality (or lack thereof) of the item to be imbued.

**Chance of Failure:** The chance rolled at the completion of invoking to determine invocation failure.

#### Step 2: Power Points

At this stage, Imbue Divinity is invoked providing the raw power to put powers into the item. Each invoker has a base number of power points (representational of raw divine power) equal to 10 times his Piety Control. The chart provides the amount of additional power available to the invoker:

Condition	Effect to available Power Points
Weakening Item	+20 for each Piety Control below the invoker's level the of the base Piety level.
Magical Material	+10 per magical plus of the material.
Invoker's Ability	+5 per mental attribute point of the invoker above 16.
Clean	+10 if item is affected by Clean.
New Item	+20 if invoked within an hour of the item's physical completion.
Location	+20 if imbued in an area consecrated to his deity.
Maximum	Mortal beings may have no more than 400 total power points.

#### Step 3: Creating Powers

Once the number of total power points available has been determined, they may be spent on powers and abilities. A power is merely an invocation that is invoked into the item while under the effects of Imbue Divinity. The cost of powers and abilities is detailed in the next several tables. The base cost of an item is equal to the Piety Level of each invocation imbued within the item and is adjusted by use, activation, attunement, affinity and the level at which each power will function. Choose only one entry from each of the Usage Frequency, Activation Method, Attunement, Affinity and Power Level Tables for each invocation to be imbued within an item.

Uses	Maximum	Base Cost
Charges*	1	x 1
Constant**	2	x 20
At will	3	x 15
5 x per day	4	x 8
4 x per day	5	x 6
3 x per day	6	x 4
2 x per day	8	x 2
1 x per day	10	x 1
1 x per week	15	x 1/2
1 x per month	20	x 1/4

\*Charged divine items may only have one power. Cost is a number of power points equal to the Piety Level of the invocation times the number of charges within the item. The number of maximum charges of the item is equal to the number of charges imbued into the item during creation. Charged items can be recharged by targeting the item when invoking the same invocation that has been imbued into the item. However, the item will explode if overfilled (treat as a Divine Blast invoked at a Piety Control equal to one per charge in the item).

\*\*Requires the invocation Permanency.

**Uses:** The frequency at which a given power can be activated.

**Maximum:** The maximum number of this type of power that is allowed in any one item.

**Base Cost:** The power point multiplier cost per Piety Level of the invocation.

Activated by	Time to activate	Cost
Thought	5 seconds	x 1
Word	5 seconds	x 3/4
Deed	5 seconds + deed	x 1/2

**Activated By:** Method to activate the power.

**Time to Activate:** The time necessary to activate a power within an imbued item. Constant powers take only 1 second to turn on and off, and have no cost multiplier. A deed is a specific action, such as a particular movement, that must accompany the time needed to activate the power.

**Cost:** The multiplier against the base cost in power points for this power.

Attuned Against	Cost
Anyone	x 1
Enemies	x 3/4
1 specific alignment	x 3/4
3 types of opponents	x 1/2
2 types of opponents	x 1/3
1 type of opponents	x 1/4
1 specific being	x 1/10

**Attuned Against:** This power may only be used within the presence of beings who meet these conditions. A type is one class, alignment, race,

# divine magic

or creature type (including undead).

**Cost:** The multiplier against the base cost in power points for this power.

Affinity For	Cost
Anyone	x 1
1 specific class	x 3/4
1 specific alignment	x 3/4
1 specific race	x 3/4
1 specific being	x 1/2
1 specific situation	x 1/10

**Affinity For:** This power may only be activated by a being or situation that matches the affinity entry chosen.

**Cost:** The multiplier against the base cost in power points for this power.

Type of Piety Use	Cost
Creator's Piety Control	x 1
Wielder's Piety Control	x 1/2

**Type of Piety Use:** The potency of the power, either at the Piety Control of the creator or the wielder. If the wielder does not have a Piety Control and this power level type was chosen, the power cannot be activated.

**Cost:** The multiplier against the base cost in power points for this power.

## Step 4: Creating Abilities

Abilities are created when magical skills or divine effects are used to grant further effects while imbuing the item with divinity. Unlike powers, the power point cost of each ability is a set cost and can be activated by anyone whom the item itself has affinity with. Similar to a power, the invoker must also choose the affinity of the item (choice of affinity has no bearing on the cost of each ability).

**Holy/Unholy Water Sprinkler/Producer:** (Cost = 50 power points)  
A container is filled with or an item bathed in holy or unholy water (whichever is appropriate to the invoker's deity) for the duration of Imbue Divinity. If the item is a container, it will fill with holy or unholy water once per day. If the item is not a container, once per 10 seconds it will sprinkle holy or unholy water when swung at high velocity. Anyone hit by the item is also considered showered by holy or unholy water. Holy or unholy water produced by sprinkling loses its divinity after 10 seconds.

**Healing:** (Cost = 20 power points per 1d6+1 of healing relief)  
The skill Healing is successfully used to imbue the item with the ability to magically heal someone it is held against. This ability has the same restrictions as the skill Healing and can not have a potency greater than the invoker's Healing ability.

**Wounding:** (Cost = 20 power points per 1d6+1 of wounding damage)  
The skill Wounding is successfully used to imbue the item with the ability to magically wound someone it is held against. This ability has the same restrictions as the skill Wounding and can not have a potency greater than the invoker's Wounding ability.

**Talisman:** (Cost = 100 power points)  
When the skill Talisman is successfully used during the time of imbuing, it makes the item a talisman to the invoker's deity and can be used as such by anyone who worships that deity. The power of the talisman is defined within the skill description for Talisman.

**Protection from Undead:** (Cost 50 = power points)  
The skill Turn Undead is successfully used while the item is being

imbued. The ability prevents undead from getting within 60' of the item unless a Control Resistance is successful.

**Protection from Evil/Good:** (Cost 50 = power points)  
The skill Protection from Evil or Protection from Good is successfully used while the item is being imbued. The ability prevents the appropriate alignment from getting within 60' of the item unless a Control Resistance is successful.

**Curse:** (Cost = 50 power points)  
During the imbue process, a curse is placed on the item per the skill Curse. Any wielder meeting the conditions of the curse is affected by it. A successful Remove Curse removes only the current curse on the afflicted item holder, not the curse on the item itself. Curses cannot directly kill a wielder, though they may lead to conditions that result in the wielder's death.

**Insanity:** (Cost = 100 power points)  
If the skill Insanity is successfully used while the item is being imbued, the wielder of the item has the ability to cause insanity in mortal beings the item touches. If the mortal fails a Will Force roll, a random (or Game Master determined) insanity is inflicted upon the unfortunate victim. Each victim is only required to make one save against the item and is thereafter immune.

## Step 5: Costs

Add up the total number of power points used for all powers and abilities imbued within the item and then reference the table below to determine time, money and Will Force necessary to create the item.

Total Power Points Used	Time	Money	Will Force Cost
1-20	6 hours	1d10*10	1/10
21-40	12 hours	2d10*10	1/10
41-60	1 day	4d10*10	1/5
61-80	1 week	1d10*100	1/5
81-100	1 month	2d10*100	1/2
101-150	2 months	2d10*1000	1/2
151-200	3 months	3d10*1000	1
201-250	4 months	4d10*1000	1
251-300	6 months	6d10*1000	2
301-350	8 months	8d10*1000	2
351-400	10 months	10d10*1000	4
401+*	1 year	12d10*1000	4

\* Mortal beings are limited to a total of 400 power points when imbuing an item. Items requiring greater than 400 power points require divine assistance from the invoker's deity.

**Total Power Points Used:** The total number of power points used for powers and abilities when imbuing this item (do not count unused power points).

**Time:** The invoking time needed to imbue item.

**Money:** The total monetary cost required to research, prepare and acquire the necessary divine materials used during the Imbue Divinity process. This figure does not include the cost of the item.

**Will Force:** The amount of Will Force permanently drained from the invoker upon completion of this item.

**Notes:** The above process can take as much as an hour of real time and should not be attempted without the assistance of the GM.

**Special Notes:** All items are created only with the agreement and at the discretion of the Game Master who may rule that a given deity would not allow the creation of such an item.



# divine magic

## MIRACLE

**Alignment Restriction:** None  
**Prayer Time:** 100 Minutes  
**Invoking Time:** See below  
**Area Affected:** See below  
**Distance to Focus:** Unlimited

**Save:** None  
**Uses:** 1 per 12 PC  
**Range:** Unlimited  
**Duration:** Permanent

**Description:** This is by far the strongest invocation a mortal being may invoke, allowing the invoker to have his greatest desires realized. With power such as this, there are a few caveats:

- 1) No Miracle can create a true paradox (two people in the same place at the same time, an endless time loop, etc.).
- 2) A Miracle can be used to invoke a combination of non-memorized invocations with a combined Piety Level of up to two times the Piety Control of the invoker.
- 3) Each Miracle permanently decreases the Will Force rating of the invoker by one. (A Miracle cannot increase a Will Force rating.)
- 4) A Miracle may effect no more than 1 being per 2 Piety Control of the invoker.
- 5) No more than one sentence may be used to state the Miracle. That sentence may have no more than two of these connecting words: "if", "and", "nor", "or", and "but".
- 6) All outcomes of a Miracle are decided upon at the discretion of the Game Master.

**Notes:** The invoking time of Miracle is equal to the time necessary to speak the miracle.

**Special Notes:** The invoker's deity can veto any Miracle (interpreted by the GM).

## PLAGUE

**Alignment Restriction:** Non-Good  
**Prayer Time:** 100 Minutes  
**Invoking Time:** 10 Seconds  
**Area Affected:** See below  
**Distance to Focus:** 2' per PC

**Save:** Magic Resistance  
**Uses:** 1 per 12 PC  
**Range:** Unlimited  
**Duration:** Instantaneous

**Description:** An infectious disease is implanted within a carrier targeted by the invoker along with a method for the transmission of the disease. The next 5d10 people per Piety Control of the invoker that comes in contact with the disease carrier must make a Disease Resistance or contract the disease.

**Notes:** If Cure Disease is used upon the carrier, future contamination from the carrier will cease. Once the full amount of people have been infected, no further people will be infected by the disease (the disease will vanish as each remaining case runs its course).

**Special Notes:** The type of disease and method of transmission (water, food, insect, airborne) must be approved by the GM.

## RESTORE

**Alignment Restriction:** None  
**Prayer Time:** 100 Minutes  
**Invoking Time:** 1 Hour  
**Area Affected:** 1 Structure  
**Distance to Focus:** 2' per PC

**Save:** None  
**Uses:** 1 per 12 PC  
**Range:** None  
**Duration:** Permanent

**Description:** The winds of divine magic blow firmly amidst the ruins of one structure (such as a crumbled castle, a rotten ship or a smashed statue) specified by the invoker. As the invocation is invoked, a shim-

mering surrounds the rubble and splinters and magically reconstructs the object to its former glory, filling in areas even if material is missing.

**Notes:** The Will Force rating for the invoker is permanently reduced by one, if the effects of this invocation occur. No furnishings are fixed or replaced (a door counts as part of the structure, a door handle and lock counts as a fixture).

## RUIN

**Alignment Restriction:** None  
**Prayer Time:** 100 Minutes  
**Invoking Time:** 1 Hour  
**Area Affected:** 1 Structure  
**Distance to Focus:** 2' per PC

**Save:** None  
**Uses:** 1 per 12 PC  
**Range:** None  
**Duration:** Permanent

**Description:** The winds of erosion gust violently against one structure (such as building, statue, ship or archway) specified by the invoker. During the invoking time of the invocation, the structure miraculously seems to fast-forward in time until it remains just a ring of splinters and rubble.

**Notes:** The Will Force rating for the invoker is permanently reduced by one if the effects of this invocation occur.



## SPIRIT FORM

**Alignment Restriction:** Non-Neutral  
**Prayer Time:** 100 Minutes  
**Invoking Time:** 1 Minute  
**Area Affected:** Invoker  
**Distance to Focus:** Self

**Save:** N/A  
**Uses:** 1 per 12 PC  
**Range:** None  
**Duration:** 1 Min./PC

**Description:** Causes the invoker to transform into a semi-transparent humanoid, glowing with a light equal in color to the invoker's alignment. The Spirit Form has the following characteristics:

- 1) Highly physical attribute ratings (16+1d4).
- 2) Thought Projection at 75%.
- 3) Each hand has 10 seconds of action and can strike with fists (once per 4 seconds) for 1d4 points of smashing damage per 2 Piety Control of the invoker or use any weapon proficiently.
- 4) Can magically hear and see, and can Life Sense at 100%.
- 5) 3 Endurance for each body area per Piety Control of the invoker
- 6) Non-magical damage is reduced to 1/2.
- 7) Spirit Armor at the Piety Control of the invoker.
- 8) If good, the glow acts as Blessed Light invoked at the invoker's Piety Control. If evil, the glow acts as Cursed Darkness invoked at the invoker's Piety Control.

**Notes:** When the invocation ends, the invoker reverts to his normal form retaining all injuries received while in Spirit Form. If lethal damage is received while in Spirit Form, the invoker reverts back to his normal form in his deceased condition.



LEWIS COX

### What if I can't find a rule for it?

The Imagine Role Playing System™ has rules which cover a myriad of circumstances, yet inevitably situations will arise where a judgement call must be made. The final ruling in such case always lies with the Game Master, but here are some basic principles of the game which should help.

#### *Cumulative Effects*

There are a great many possibilities within skills, spells and invocations which allow for the adding up of effects to absurd power levels. Before players get too excited about such combinations, they need to apply the following rule:

##### *The Magical Cumulative Effect Rule*

Multiple similar effects which are generated from magical or divine magical sources are not entirely cumulative. Instead, the greatest of all effects is used first, and the second greatest effect will only add an extra +1 or 5% (whichever is relevant) no matter what the bonus. The third effect will add nothing. This rule only applies to magical effects.

##### *Examples*

1) The skill Bless and the invocations Blessed Light, Blessed Ground and Bravery are all in use by a 5th Title Priest with a Piety Control of 12. One possible accumulation from these effects is a bonus to Control Resistance:

- Bless gives +5% to all resistance rolls for each 3 Practitioner Titles (+15%).
- Blessed Light gives good beings a +5% to Control Resistance for each 5 Piety Control of the invoker (+10%).
- Blessed Ground gives good beings +5% to resistances per 2 Piety Control of the invoker (+30%).
- Bravery gives +5% to Control Resistance per 5 Piety Control of the invoker (+10%).

The Priest *does not* accumulate all of these bonuses, thus gaining +65% to Control Resistance. Instead he gains only a +30% from the Blessed Ground, and another +5% from the Bless, for a total of +35%. If he were to leave the area of the Blessed Ground, he would then have +15% from the Bless and +5% from the Blessed Light or Bravery, but not both.

2) A Gray Witch uses the Power ritual from Candle Lore and a rune of Power from Rune Lore.

- The Power ritual (Candle Lore) gives +10 to current Aura Pool, +2 to Aura Control, and +10% to Magic Resistance.
- The rune of Power (Rune Lore) gives +3 to current Aura Pool and +3 to Aura Control.

These effects are not cumulative. Instead the Gray Witch has +10 to current Aura Pool from the ritual, +3 to Aura Control from the rune and +10% to Magic Resistance from the ritual. The rune of Power then adds +1 to current Aura Pool and the ritual adds +1 to Aura Control, for a total of:

+11 to Aura Pool, +4 to Aura Control, and +10% to Magic Resistance.

##### *Cumulative Bonuses for Magical Weapons*

Bonuses for magical weapons work in the same way. In some cases a spell is being used along with a magical material and perhaps even an invocation:

*Example 1:* A +2 mithreel sword has Sharpness cast on it at 15 Aura (+3 bonus). The greatest bonus (+3) wins out, and the second greatest bonus (+2) can only give one more additional bonus point (+1). Thus the sword is +4. The 3 additional dice of damage from the Sharpness spell are allowed as well. Any additional effects do nothing.

*Example 2:* Sharpness is cast at 20 Aura (+4) on the sword in the above example. The greatest effect is now +4, and the second greatest (+3) can only add one more to the weapon. The sword is now +5. Only the greatest number of dice can be added from the Sharpness spells; they are not cumulative. The sword is thus +5 to hit and damage and does an additional 4d6 in damage as well."

#### *Magic Resistance*

A character's Aura Field will always try to protect him. Thus magic and divine magic skills, as well as spells and invocations, should always allow for a Magic Resistance if the character does not wish to be the recipient of the effect. This does not apply if the spell, invocation or skill states no save is allowed or that some other resistance is needed.

#### *Automatic Failure and Success*

A natural percentage roll of 01 is always success on percentage dice; 00 is always a failure. The only exception to this is any skill roll where the skill is at 200%, in which case the skill roll is always a success. When rolling to hit in combat, a natural 1 is always a miss and a natural 20 is always a hit.

#### *Rounding off Fractions*

Except where noted otherwise, fractions should always round in a player's favor.

##### *Fractional Attributes*

Fractional attributes always round in the players favor. This is the case even if some circumstance occurs which gives a character 1/10th of an attribute, which is sometimes the case with Will Force.



# Appendix

## Horse

**Description:** The horse is an indispensable means of transportation and is valuable to the farmer as well, increasing production many fold. The horse often becomes a status symbol in society and the ranks of military organizations. Horses are known for the games they sometimes play on their masters and the strong animal personalities they can exhibit.

**Type:** Animal **Level:** 1-4\* and 5\*\* **Alignment:** None\*\* **Rarity:** Common\*\* **Endurance:** \* **Shock:** 3x End

**Strength:** 4d4+\* **Agility:** 4d4+\* **Vitality:** 5d4 **Mental:** 1-3+\* **Personal:** 1d4 or \*\* **Mystical:** 1d4 or \*\*

**Magic Resistance:** (Per Attributes) **Control Resistance:** None **Illusion Resistance:** None \*\*

**Poison Resistance:** (Per Attributes)\*\* **Disease Resistance:** (Per Attributes)

**Senses:** (5 normal) **Skills:** Smell +30%, Listen +100%, Swimming +20%

**Powers:** None

**Disabilities/Weaknesses:**

*Spook:* Can be startled by unusual noises, presence of undead, etc.

Spooked means a flight until away from influence.

Riding or Horsemanship overcomes this disability (the Charger is immune).

**Abilities/Immunities:**

Special movement (Walk, Trot (jog), Canter (Run), Gallop); See below for speeds.

*Instincts:* Social, Water. *Hide:*\*

**Height/Length:** See below\*

**Weight:** See Below\*

**Body Type:** Head (x1, vital), neck (x1/2, vital), forequarters (x2, vital), hindquarters (x2, vital), tail (x1/2, limb), forelegs (x1, limb), hindlegs (x1, limb), foreshins (x1, limb), hindshins (x1, limb).

**Defensive:** (As attributes)

**Attack Skill:** Novice (Charger is Intermediate)

**Attack Types:** (Kicks, Bite, Trampling)

*Trampling:* 8d6+\* (1 second, 1d4 hits, smashing, only works on move through attacks where the opponent is knocked over or already prone.) In most situations horses do not like to trample, as they hate stepping on surfaces other than firm ground. Only aggressive horses or trained warhorses will use this attack form.

*Bite:* 3d4+\* (4 seconds, cutting), only aggressive horses and trained warhorses use this attack form.

*Kick:* 4d6+\* (5 seconds, smashing).

*Hind Kick:* 6d6+\* (3 seconds, smashing, rear only), -4 to hit roll.

\*Horse variables by type:

Type	Level	End	STR	AGL	MEN	Hide	Height	Weight	Damage
Draft	2	5d6+45	+4	-1	-1	8	5-7'	1700-2100	+1 die
Riding	1	5d6+0	+0	+0	+0	5	5-6'	1000-1400	+0
Racing	1	5d6+15	+2	+6	+0	4	5-6'	1300-1500	+0
Light Warhorse	2	6d6+20	+2	+4	+1	6	5-6'	1600-2000	+1 die
Medium Warhorse	3	6d6+40	+4	+3	+1	8	5-6'	1800-2200	+2 dice
Charger	4	7d6+60	+6	+2	+2	10	6-7.5'	2000-2400	+3 dice

**Notes:** *MEN:* Chargers can fall into the barely sentient range if a 5 is averaged for Mental Attributes because of the +2 bonus. This is a fantasy concept. A GM may limit chargers mental attributes to 4.

Damage bonus does not include weight bonuses (See Combat)

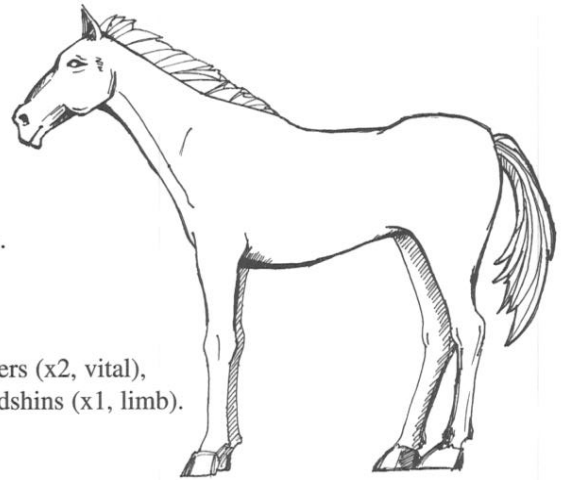
\*\*If a 5 is averaged for all Mental Attributes, then a charger is considered an intelligent being (barely) and gains the following benefits. Level is considered now 5. Appearance is N/A, Social Class is set at 5, Charm is rolled at 2d4, mystical attributes are rolled at 3d4, Control and Illusion Resistances are now gained based on the attributes but may effectively be 0 because of low mental ratings (no more than 5). The charger cannot speak or sign any language but can communicate dimly by body motions and movements. Also under this condition the Charger is no longer considered to be type Animal and becomes type Magical Animal. It should be noted that Cavaliers are often the owners of sentient chargers and that in some settings begin with them as mounts. Alignments of sentient chargers vary but most tend to fall between neutral good and neutral evil. Sentient chargers are usually rare.

### Horse Movement tables (1 hour/ 10 second/ 1 second)

Type	Walk	Trot	Canter	Gallop
Draft	6/55/6	12/110/11	18/165/17	22/180/18
Riding	8/75/8	14/130/13	20/170/17	30/255/26
Racing	12/110/11	18/180/18	24/225/23	36/285/29
Lt. Warhorse	10/90/9	16/150/15	22/180/18	32/265/27
Md. Warhorse	8/70/7	14/130/13	20/170/17	28/240/24
Charger	6/60/6	12/120/12	18/180/18	24/190/19

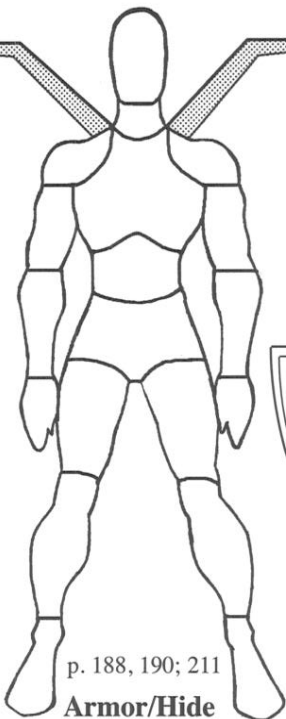
**Habitat:** The horse will live in any climate (except arctic) where a steady supply of food in the form of grasses and wild grain exists. In its natural environment the horse will be in a herd lead by a single stallion that is very aggressive and usually is the strongest animal in the herd. Some males are also seen alone outside of herds.

**Experience Value:** The horse because of its domestic nature, is not worth experience in most situations.



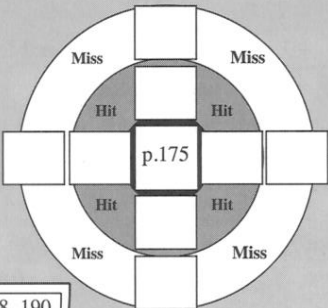
## Character

[illegible]



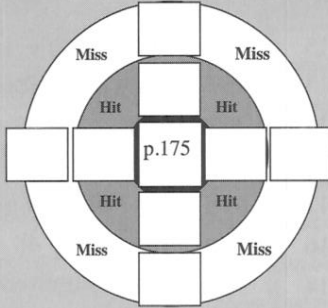
p. 188, 190; 211  
**Armor/Hide**

**Attack skill**  
See specific class

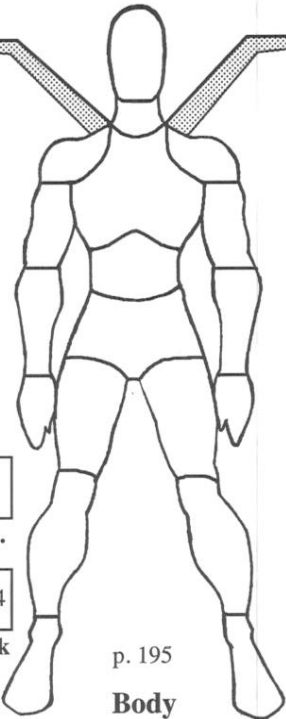


p.175

**Special Lore Attack Skill**  
p.88, p. 91



p.175



p. 195  
**Body**

**Combat Modifiers**

	STR	AGL	Weight	Armor	Other	Total
Damage	p. 3	-	p. 179	-		
Defensive Adj.	-	p. 3	-	p. 193		
Attack Melee	p. 3	-	-	-		
Attack Missile	-	p. 3	-	-		
Initiative	-	p.3, 4	-	p. 193		
Weapon speed	p. 3	p. 3	-	p. 193		
Skill modifiers	-	-	-	p. 193		

**Off-hand**

Total
p. 179
-
p. 179
p. 179
-
-
p. 179

miss short ☐

p.188, 190

p.10  
**End.**

p.194  
**Shock**

P	Weapon	dam.	str.	speed	min spd.	lgth.	mis.	thr.	cut.	smh.	skills	wgt.	magic	Ranges (feet)				
	pg. 181, 183													/	/	/	/	/
														/	/	/	/	/
														/	/	/	/	/
														/	/	/	/	/
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														/	/	/	/	/

Spells / Invocations																		
See Magic and Divine Magic																		

Aura Regeneration Rate	pg. 216-217	Aura Control	p. 216	Aura Pool	p. 216				
Piety Control	p. 285	Commune Chance	p.8; see class	Memorization Points	p. 5	Used	pg. 215, 286	Avail	pg. 215, 286

Supplies	Money pg. 207
See Equipment; pg. 207-213	Pp. _____ Gp. _____
	Sp. _____ Cp. _____
	Gems _____
	_____
	_____
Total weight _____	_____
Not Encumbered p. 38   Slightly Encumbered p. 38   Encumbered p. 38   Heavily Encumbered p. 38	_____



# Imagine Role Playing Character Sheet

Player

Sample Character

Character

Threndrel

Rating / Save				Attributes								
physical	Endurance	Strength	15	75%	Attack Modifier (melee)	+0	Damage	+1	Load Limit	238	Weapon Speed	+0
	17	Agility	15	75%	Attack Modifier (missile)	+0	Defensive Adj.	-1	Initiative	-4	Wpn. Spd.	+0
	15 + 2 Civ. Hum.	Vitality	14	70%	Healing rate	1/2 days	Poison Resistance	45%	Disease Resistance	40%		
mental	Perception	Intelligence	12	60%	Spoken	1	Written	2/3	Aura Control Adj.	+0	Initiative	-2
	16	Wisdom	17	85%	Piety Control Adj.	+1	Illusion Resistance	55%	Ctrl. Res. Adj.	+5%		
	15 + 1% for Title	Knowledge	16	80%	Class Skills	48	Racial Skills	8	Social Skills	7	Memorization Points	9
personal	Affinity	Appearance	14	70%	Morale Adjustment	+2%	Control Adjustment	+0%				
	19	Charm	12	60%	Morale Adjustment	+0%	Control Adjustment	+0%				
	13 + 1% for Title, +5% for Priest Fortune	Social Class	13	65%	Morale Adjustment	+0%	Rank	Master Tradesperson				
mystical	Fortune	Aura	13	65%	Magic Resistance	25%						
	17	Piety	18	90%	Commune Chance	6%						
	16 + 1% for Title	Will Force	15	75%	Control Resistance	35%	Endure	1%				

**Magic Resistance** 25%

**Illusion Resistance** 55%

**Control Resistance** 35%

**Poison Resistance** 45%

**Disease Resistance** 40%

Racial Information and Characteristics				Class	
Race	Civilized Human	Sex	male	Class	Priest
Abilities/Powers	none			Title	1st
Actual age	21	Apparent age	21	Goal	0
Languages	Sanra			Exp.	0
Height	5' 11"	Frame	Med.	Next goal	500
Weight	170			Skill modifiers:	
Handed	right	Hair	black	+30% to core skills	
Fur	brown	Eyes	green	+10% to divine magical	
Skin	pale				

Walk Hourly 5 miles 10 Sec 45 ft. 1 Sec 5 ft.

Jog Hourly 10 miles 10 Sec 90 ft. 1 Sec 9 ft.

Run Hourly 15 miles 10 Sec 135 ft. 1 Sec 14 ft.


Can Travel 7 hours Rest Period 7 hours

Jumping Distance

Standing 6 ft. Upward 2.5 ft.

Alignment Active Good

Tendencies Moral



Skills			
Racial skills slots 7*		Social skills slots 8**	
Skill Name	Base/Ability/Chance	Skill Name	Base/Ability/Chance
<i>Racial skills:</i>		<i>Class skills:</i>	
Law	: 0 / 4 / 4%	Bless	: 30 / 48 / 78%
Herb Lore	: 20 / 10 / 30%	Detect Evil	: 20 / 46 / 66%
Listen	: 20 / 17 / 37%	Divine Knowledge	: 0 / 44 / 44%
Meditate	: 10 / 8 / 18%	Healing	: 15 / 48 / 63%
Jewelry Knowledge	: 10 / 9 / 19%	Weapon Knowledge	: 35 / 11 / 46%
Move Unheard	: 15 / 24 / 39%	Protection from Evil	: 20 / 0 / 20%
Move Unseen	: 15 / 17 / 32%	Shield Parry	: 25 / 0 / 25%
* The 8th slot was converted into 2 social skill slots.		Truth Tell	: 20 / 0 / 20%
<i>Social skills:</i>		Turn Undead	: 25 / 0 / 25%
Baking/Cooking	: 30 / 32 / 62%	Cure Disease	: 20 / 0 / 20%
Chirurgeon	: 0 / 21 / 21%	Detect Curse	: 25 / 0 / 25%
Leeching	: 25 / 15 / 40%	Detect Supernatural	: 10 / 0 / 10%
Philosophy	: -5 / 22 / 17%	Light	: 30 / 0 / 30%
Physiology	: 0 / 11 / 11%	Brace	: 35 / 0 / 35%
Scholar	: 10 / 16 / 26%	Cure Poison	: 15 / 0 / 15%
Scribing	: 0 / 29 / 29%	Remove Fear	: 20 / 0 / 20%
Theology	: -5 / 24 / 19%	Speak to Dead	: 10 / 0 / 10%
Writing	: 10 / 21 / 31%	Exorcism	: 5 / 0 / 5%
* *Threndrel was allowed 6 extra social skills, the maximum from the table on page 75. However, Threndrel had only 7 social skill slots, so he transferred one of his racial skill slots into 2 social skill slots, giving him 9. Since he could not use the 9th slot, he sacrificed it to gain a bonus of +2d4 to his Theology skill.		Omen	: 10 / 0 / 10%
		Ritual Lore	: 5 / 0 / 5%
		Summon Supernatural	: 0 / 0 / 0%
		Detect Alignment	: 10 / 0 / 10%
		Meditate	: 10 / 0 / 10%
		Planar Lore	: 0 / 0 / 0%
		Remove Curse	: 20 / 0 / 20%
		Banish	: 5 / 0 / 5%
		Levitation	: -15 / 0 / -15%

**Skill Name** **Base/Ability/Chance**

Regeneration : 10 / 0 / 10%

Stun : 5 / 0 / 5%

Curse : 5 / 0 / 5%

Divination : 10 / 0 / 10%

Soothe : 5 / 0 / 5%

Talisman : 0 / - / \*\*\*

Cure Insanity : 10 / 0 / 10%

Quest : 0 / 0 / 0%

Resurrection : 0 / 0 / 0%

Spirit Travel : -25 / 0 / -25%

Gateway : -15 / 0 / -15%

Phase : -10 / 0 / -10%

Plane Shift : -10 / 0 / -10%

Recover : -5 / 0 / -5%

\*\*\* This skill may not be used as non-acquired.

**10 Armor/Hide 10**

**Attack skill**  
**Beginner**

**Special Lore Attack Skill**  
**none**

**Body**

20

miss short 1-2

	STR	AGL	Weight	Armor	Other	Total	Off-hand
Damage	+1	-		-		+1	-3
Defensive Adj.	-	-1	-			-1	-
Attack Melee		-	-	-		+0	-2
Attack Missile	-		-	-		+0	-2
Initiative	-	-4	-			-4	-
Weapon speed			-			+0	-
Skill modifiers	-	-	-			+0	-15%

**Combat Modifiers**

**17**  
End.

**51**  
Shock

P	Weapon	dam.	str.	speed	min spd.	lgth.	mis.	thr.	cut.	smh.	skills	wgt.	magic	Ranges (feet)			
✓	Mace	5d4	25	5	3	2.5 ft.	non	non	non	+1	+0%	4 lbs.	-	/	/	/	/
														/	/	/	/
														/	/	/	/
														/	/	/	/
														/	/	/	/
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Spells / Invocations			
Purify Food (level 1)			
Read (level 2)			
Waken (level 2)			
Hold (level 4)			

Aura Regeneration Rate \_\_\_\_\_

Aura Control \_\_\_\_\_

Aura Pool \_\_\_\_\_

Piety Control 4

Commune Chance 7%

Memorization Points 9

Used 9

Avail 0

Supplies	Money
Mace	Pp. _____ Gp. _____
Leather body suit	Sp <u>10</u> Cp <u>12</u>
Medium plate shield	Gems _____
Leather boots	_____
One set of humble priestly garments. One small leather pouch.	_____
Total weight <u>20 lbs.</u> (not encumbered)	_____
Not Encumbered 0-60 lbs. Slightly Encumbered 60-119 Encumbered 119-179 Heavily Encumbered 179-238	_____

## Character

[illegible]











# Glossary

**Ability Bonus** the combination of starting bonus points, skill points, and any other modifiers that are added to the base chance of a skill to produce the total chance.

**Ability** an innate or acquired magical, divine magical or natural effect of a creature, being or magical item. Abilities may or may not be shut off.

**Acquired Skill** a skill that a being gained after reaching a certain Class Title. This skill is currently usable by them and its starting bonus has been rolled.

**Action Time** half the event time rounded up (see recovery time).

**Actual Age Range** the range in years that a being of a given race may live (see starting age and maximum age).

**Affinity** 1. the average of all personal attributes, expressed as a percentage. It is the exhibition of attractiveness, savoir-faire and prestige. Affinity is used by the Game Master to determine if a being with no preconceived notions about an individual generally likes or has "a good feeling" about the individual. It is sometimes used to determine if special magic items or artifacts have a liking for the individual and whether they will accept him as a master. 2. A quality of a magic item or divine magic item which allows only beings of a particular type to use the item.

**Agility (AGL)** the rating of a being's total coordination. It is a measure of speed, muscle control and hand-to-eye coordination; one of three physical attributes.

**Alignment** the code of action or "moral compass" game characters follow. For the purpose of game mechanics, it is used to determine the actions and reactions of characters. As a "rule of thumb" people rarely deviate very far from their alignment and as a result it becomes a life-defining part of a being's make-up.

**Alignment Check** a term often used by Game Masters when they decide that a player is not playing his character's alignment properly. This is usually a penalty only applied to players for major actions that are in opposition to their character's alignment. Many such offenses (usually three) will cause the loss of the characters current alignment and a result in his or her "moral compass" (alignment) being changed or realigned based on their recent actions.

**Alignment Restriction** what certain character classes dictate that a character's alignment must or cannot be.

**Alignment Tendencies** a subdivision of alignment that further defines a character's methodologies and actions.

**Alteration (Alt)** a quality of spells that directly alters a focus which is already in existence, often increasing or decreasing something.

**Ambidextrous** the ability to use both hands with equal proficiency; characters who are ambidextrous are allowed 10 seconds of action in both hands during combat.

**Animal** a lower life form.

**Apparent Aging Rate** the rate a being of a given race appears to age when compared to a human.

**Appearance (APP)** a measure of physical attractiveness, determining how good or bad someone looks and whether others

find viewing the being pleasurable or offensive; determines whether one has favorable or unfavorable dealings with people in the social world; one of three personal attributes.

**Area Affected** the size of focus that a spell or invocation can affect.

**Armor Restriction** limitations on the types of armor that a character may wear and still advance within a class.

**Armor Type** one of the three types of armor: flexible, semi-flexible and rigid.

**Armor Value** a protective rating assigned to a type of armor based on material. The amount of damage is compared to armor value to determine how much actual damage is done to the being.

**Articulated Armor** made of rigid material but whose connections are so clever and well made as to make for a greatly improved flexibility. Each articulated piece (jointed piece) has a reduction of 1 to initiative and speed penalties. Skill and defensive modifier penalties are not affected as they represent the effects of the weight of armor and not it's flexibility.

**Attack Chart** a chart used in the Imagine Role Playing System™ that determines the body location where a combatant hits his target.

**Attack Modifier** a value applied to the character's chance to hit a combatant when using a melee or missile weapon.

**Attack Skill** defines the Title at which an attack skill category is first learned. The attack skill category defines a class' advancement in the basic ability to strike an opponent with a melee or missile weapon (see Combat).

**Attribute** one of the twelve primary aspects of any being even-ly categorized into four groups: physical, mental, personal and mystical.

**Attribute Maximums** see Racial Attribute Maximums.

**Attribute Rating** the measurement of how good or bad a given attribute is and how it defines being's abilities.

**Attribute Requirements** the minimum required attribute ratings to qualify for a class.

**Attribute Save** the character's percentage chance to have a positive outcome in a situation resolution.

**Aura (AUR)** raw magical energy that is drawn to the life force of all beings that can be used to cast magical spells, create magical effects or power magic items requiring Aura. For the purpose of game mechanics, Aura is measured in arbitrary units called Aura Points.

**Aura Channel** the passageway created by and linked between an Absorb Aura practitioner and an Aura Field or Aura Container through which the practitioner sends Aura.

**Aura Container** a magical container that can store Aura (expressed in Aura Points).

**Aura Control** the maximum amount of Aura (expressed in Aura Points) a being can direct into a single spell, magical effect or target under standard conditions.

**Aura Fatigue** the tiring effects of spell casting. This occurs when a spellcaster directs too many of her Aura Points into the casting of spells within one minute of game time. It can also

occur when the caster casts spells that are of too high an Aura Level for her.

**Aura Field** the magical field that surrounds a being or object and draws Aura to it.

**Aura Flow** the current amount of Aura (expressed in Aura Points) being directed by the caster.

**Aura Level** the measurement of the complexity or difficulty of a spell. The higher the Aura Level, the more difficult or complex the casting of a spell becomes.

**Aura Point** the unit of measurement that quantifies Aura.

**Aura Pool** the amount of Aura currently held within a being's Aura Field. Under standard conditions, its maximum value is equal to the being's Aura rating.

**Aura Rating** an attribute that expresses the maximum number of Aura Points that a being naturally holds within his Aura Field under standard conditions. A being's Aura rating is used to determine his Magic Resistance.

**Aura Regeneration Rate** the rate at which Aura regenerates within an Aura Field.

**Aura Reservoir** the total amount of Aura immediately available to a character for use in a magical spell, magical effect or for use in powering a magic item. This includes all open Aura Channels to the caster.

**Base Aura Level** a number that represents the Aura rating of a magic item, and is the amount of Aura directed into the item when a power or ability is used or activated

**Base Chance** the chance for a skill to be used by simply applying the being's attribute rating(s) for the given skill, minus the skill's rating, multiplied by five.

**Base Piety Level** the Piety Control at which a divine magic item power will be activated.

**Being** any creature, person, character or sapient object within the context of the game. An entity driven by positive or negative life force.

**Body** the shape a creature takes if it has a physical form (a non-negative average of physical attribute ratings is required).

**Burning Aura** the action of a character of permanently reducing his Aura rating by one, allowing each burned Aura Point to equal 20 normal Aura Points, which can be cast into a spell or channeled into a magic item.

**Called Shot** an attempt to make a difficult attack, target a sub-body area or attempting to hit an evil priest hidden in the center of a Darkness globe. Such attacks can only be attempted if the GM rules that the shot is even possible. The chance of a called shot (on a 20-sided die) is 21 - 1 per level of attack skill, rolled without a modifier on a d20. Called shots do half damage.

**Caster** one who actively manipulates Aura and creates a magical effect using his Aura Control (see spellcaster).

**Casting** the act of casting aura based spells (see spell casting).

**Casting Time** the time required for a caster or invoker to concentrate before the effects of a spell or invocation will occur.

**Channeling** the act of sending and receiving Aura (as in the skill Absorb Aura). The Aura is not used up in channeling as it is in directing (see directing).

**Character** a fictitious being within the context of the game that has a unique personality, alignment and fully developed attributes and skills. This being is dynamic, has a history and continues to develop as the Game is played out. A player or

Game Master controls this being.

**Character Class** one of the classes available that players can choose for their characters to be in the Imagine Role Playing System™ (see class).

**Character Race** one of the races available that players can choose for their characters to be in the Imagine Role Playing System™ (see race).

**Charm (CHR)** the measure of how well a being interacts socially; a measure of how well a being can persuade someone; determines how refined or appropriate a being's manners are and if others find conversing with the being as pleasurable or offensive; used most often to determine if someone has favorable or unfavorable interactions with others in the social world; one of three personal attributes.

**Circle of Power** an ability gained by all Scroll Knowledge practitioners when they reach 7th Practitioner Title. This can be used to contain something or someone, or to protect the practitioner from others. The abilities of the circle are determined as if the spell Enchantment had been cast upon the circle, except that only a limited number of powers can be ascribed to the circle of power, and no Will Force is lost upon completion of the circle. Initially three powers or abilities may be placed within the circle, and thereafter one more powers may be placed at each new Practitioner Title.

**Class** a specialized profession for beings in the Imagine Role Playing System™. The four primary divisions of classes are: Warrior, Rogue, Mage and Priest (see character class and subclass).

**Class Skill** the most fundamental aspect of developing a character, allowing a player to make his character unique when compared to others of the same class. They represent those abilities which define a class and make it unique, and each class has its own individual list of skills. When a character advances in Title, the character is given the option to select from a certain number of new skills (see acquired skill and non-acquired skill).

**Class Title** this is the overall Title of a character or being based on the advancement they have in a particular class.

**Combat** the resolution of a physical struggle between two or more opponents.

**Combat Resolution** (see resolution).

**Combat Round** arbitrary ten-second measurements of time in which combat occurs.

**Combat Skill** a physical skill that is non-magical in nature that is used for or during combat.

**Common Skill** a skill that any being is allowed to attempt at its base chance (see restricted skill).

**Commune** the chance for a person to receive some sort of information or assistance from her deity or a minion thereof. This information usually comes in the form of subtle signs, visions and voices, but is not limited to these forms. The Commune chance is rolled in secret by the Game Master and applied as he sees fit. Three levels of prayer can be utilized for Commune: **1)** asking for a *sign* takes 1 minute, **2)** seeking a *vision* takes 5 minutes, and **3)** requesting direct *intervention* takes 10 minutes. The GM may modify time needed for commune prayers.

**Concentration** the need for somatic, verbal and visual components to create a magical effect from a spell or invocation.

**Contest of Attributes** a situation in which characters find themselves in a physical or mental struggle with an opponent. Examples might be two characters trying to grab the same object before the other, or trying to pull an object from the other's grasp. The following steps are used to resolve a contest of attributes: **1)** Each opponent makes an Attribute save of the appropriate type, and records by how many percentage points he made the save. **2)** The character with the lower attribute rating subtracts his rating from his opponents, and multiplies this number by 5%, creating a positive modifier. **3)** The opponent with the higher rating then *adds* this percentage modifier (from **2)** to the number by which he made the save (in **1)**. The character with the highest number wins the contest.

**Control (Con)** the quality of spells which attempt to dominate the focus, most often cast upon the minds of other beings.

**Control Resistance** the chance for a character to resist being controlled by another being.

**Core Skill** one of five class skills that must be selected during class advancement in order to continue advancing within the class; those skills that define the fundamental abilities of a class by which other characters of the same profession usually judge a character's ability.

**Create (Cre)** the quality of spells which seemingly produce something from nothing. Aura forms concrete materials from the surrounding plane.

**Creature** a plant, animal, race or being that may be encountered within the context of the game.

**Creature Level** the overall development or dangerousness of a creature. This is equivalent to the Class Title of beings and characters.

**Critical Failure** a skill roll that fails by more than 20%.

**Critical Fumble** when a being rolls a 1 on the attack chart and subsequently fails an Agility save.

**Critical Success** a skill roll that succeeds by more than 20%.

**Damage Modifier** a value applied to the character's chance to damage a combatant when using a melee, or missile weapon.

**Death (Dth)** the quality of spells with negative life force as the focus. Used to destroy or damage life, as well as harness the power of undeath.

**Deity** a god or other divine force in a particular role playing world. These beings always have followers.

**Defensive Adjustment** a value applied against an attacker's combat "to hit" roll when attacking the character, provided the character is not restricted from movement and is attempting to avoid the attack.

**Desperate Defense** an engagement type where the character chooses a defensive posture and uses his weapons in a variety of ways so as to try and keep his attackers at bay. No offensive action may be taken, but the defender gains an additional -4 to his defensive adjustment, and a +20% bonus to any defensive combat skills, such as all types of parry skills, Dodge, Feint, etc.

**Dimensional (Dim)** the quality of spells which directly affect or transfer a focus from, to, or through other planes of existence. Not to be confused with spells that use Aura to draw power from other planes.

**Disciplined Skills** these are skills which require a rigorous and special training in order to master.

**Disease Resistance** a character's chance to ward off and eliminate a contracted disease.

**Displacement (Dis)** the quality of spells which physically move or propel items or beings. These spells generally require concentration to keep the focus moving, unless otherwise listed.

**Distance to Focus** the physical distance that a caster or invoker can be from the focus of a magical effect.

**Disregard** an engagement type chosen when a combatant does not care to respond to another combatant because he is so focused on another (as in furious attack), or because the opponent is not considered a threat (such as a peasant attacking a dragon with his sap). Disregarding means that the character is oblivious or uninterested in that opponent, and can take no actions against him.

**Divine Being** a supernatural being that was either created by spontaneous worship or reached divine status by attracting a body of worshippers.

**Divine Denial** when the source of a particular Piety-based skill is denied access to the practitioner for one full day.

**Divine Intervention** the act of interference in the state of mortal affairs by a deity or minion thereof in such a way as to tip the outcome of the balance in favor of a worshipper of the deity; the greatest response to prayer possible.

**Divine Magic** a stable form of magical energy from a divine source used for a specific purpose.

**Divine Magical Skill** a skill provided to a being by a deity or minion thereof.

**Divine Magic Items** inanimate objects given Piety-based magical power through the invoking of the invocation Imbue Divinity. Once imbued with powers the objects can be used by anyone following the specified activation procedure for the object in question.

**Drilling** the ability to train oneself or others with a simple routine designed to increase an attribute rating.

**Duration** the amount of time a spell or invocation will stay in existence.

**Enchanter** one who makes magic items by casting the spell Enchantment.

**Encumbrance** a measure of how much weight a person can carry, drag, push, etc. and what effects the weight has on movement. Encumbrance limits are based on a being's load limit (as determined by Strength) and natural body weight.

**Endurance** the average of all physical attributes and represents the body physique, coordination and health, and is the measure of a being's ability to withstand damage in each area of their body (modified by the type of body area) before it is incapacitated or destroyed.

**Endure** the heroic survival roll. Under situations where the character would ordinarily die from physical injury, she can attempt this roll to stay alive and through sheer force of will avoid the specter of death. Terminal diseases, deadly wounds and fatal poisons would be reduced to near lethality. However, beheadings, acid baths or other such utter destruction of vital areas do not allow an Endure roll. This roll is entirely at the discretion of the GM and may be ruled not to apply to any given situation.

**Energy (Eng)** the quality of spells where the focus is some form of energy from the earthly plane of existence.



**Engagement** the moment in the combat round when two or more opposing combatants move to within 10' of one another.

**Engagement Type** one of desperate defense, furious attack, move through, disregard or standard chosen when combatants move to confront one another during combat.

**Event Time** the precise time necessary to perform an action in combat such as utilizing a skill, casting a spell or invoking an invocation.

**Exceptional Sight** a special type of sight keener than normal sight. This eyesight affords +1 to hit when using missile weapons.

**Experience Points** arbitrary units of measurement that quantify the experience and development of a being or character within his class. The Game Master awards experience points to characters based on actions.

**Far Sight** a special type of sight in which the being can see a very long distance and make out details from very far away. This type sight affords a +2 to hit with missile weapons.

**Fatigue** the tiring of beings (often combatants) from physical exertion.

**Flexible Armor** a type of armor made of any fur, clothing, padding, hide (such as dragon or wyvern) or leather.

**Focus** each spell or invocation has a focus which will either be created by or be the object of a spell or invocation's effects. If a spell creates a huge storm of fire, the fire is the focus. If an invocation attempts to take control of a being's mind, then that being's mind is the focus.

**Fortune** the average of all mystical attributes, expressed as a percentage. It is the judgement of influential magical power, sometimes thought of as luck or fate. Fortune is the last chance, the big gamble, the "I have to get through this" roll. The Game Master uses this in situations where the character is clearly doomed or in great peril, but might survive by magic, divine calling or pure luck. Fortune is sometimes rolled in contests of pure chance where no other skill is used to intervene.

**Frame** a measure of a character's muscle and bone structure that defines body size and weight.

**Furious Attack** a form of engagement in which the character wishes to attack the opponent as fiercely and aggressively as possible. This is different from the skill Berserk, however a character can use furious attack while in a berserked state. While using this engagement form, the character is considered to be throwing his weight into blows and aggressively going for every opening he can find, with little regard for his own defense. The furious attacker never takes the time to examine armor in a specific area, or just who's symbol is upon the blue tunic.

**Game** the collection of characters, setting rules, players and the Game Master; a way of amusing oneself; a diversion.

**Game Master (GM)** the person who directs the primary story line of the game. This person is the referee of all game decisions and arbitrator in all game disputes. The decisions of this individual are absolute. There is only one Game Master per game and they play many of the non-character beings in the story (GMBs). The Game Master reserves the right to change the rules of the game at any time for the sake of game-play.

**Game Master Being (GMB)** any character or creature controlled by the Game Master. This includes all GMCs, GMEs

and GMPs.

**Game Master Character (GMC)** a fully developed character that is controlled directly by the Game Master or Assistant Game Master. Of all characters controlled by the GM or AGM the GMC is the most developed.

**Game Master Extra (GME)** a being within the context of the game that is under the control of the Game Master. This individual is the least developed of all the Game Master Beings. Often this being is simply the "face in the crowd." In other words the extra is given basic traits for the sake of game-play and character interaction.

**Game Master Personality (GMP)** a being within the context of the game that is less complex than the Game Master Character but more complete than the Game Master Extra. This being has basic motivations and a complete description but is rarely ever a major character in the context of playing the game.

**Game Mechanic** a condensed measurement that translates creative ideas and scientific principles into game rules. Some examples of game mechanics are the damage potential given to weapons, Endurance values for body areas and movement rates.

**Gaming** the act of playing any game and in particular a role playing game.

**Goal** small increases in the power of a character based on experience points earned. Upon achieving each Goal a player is awarded skill points and receives a chance for an attribute increase. There are three Goals per Title of advancement.

**Golden Thumb of Judgement, The** a special power granted to all Game Masters that allows them to punish surly, out-of-line players who metagame. When a player is guilty of the heinous crime of metagaming the GM may decide to invoke this power. Once invoked a large golden hand comes from out of the sky and crushes the offending player's character with its massive thumb. Ex: Hiss the Saurian decided to eavesdrop on a private conversation between the GM and the character Kalin the Warrior, regarding the location of the treasure. When the party arrived at the cave, Hiss used his information gained through metagaming to lead the Party directly to the cave's hidden treasure room. Immediately a golden thumb came from out of the sky and smashed Hiss flat. Don't be like Hiss (see metagaming).

**Half Race** the most common type of mixed-race character; a being who traces their parentage to two different races each of which make up at least 40 percent of the being's biological make-up.

**Handedness** which side of the character's body (left or right) is dominant. Characters that are ambidextrous are afforded 10 seconds of action in combat with both hands, while all others are only allowed 10 seconds of action with their dominate hand, and 5 seconds of action with their off hand.

**Healing Rate** how quickly Endurance points return to injured areas of the character's body (see Vitality and Combat).

**Hermetics** materials that have general magical properties and can be used to create magical effects. This is what is used in the skill Hermetics Lore and is used to make magical portions (see the Master's Manual for more information).

**Higher Life Form** being with a body, mind, spirit and soul.

**Illusion (Ill)** the quality of spells which use illusion to create non-real persons, places, things, or effects; also used to conceal.

**Illusion Resistance** the character's chance to recognize the existence of an illusion. A successful roll vs. Illusion Resistance (which can be attempted every 5 seconds) will plainly reveal the illusion to the character.

**Imbuer** one who makes divine magic items by invoking the invocation Imbue Divinity.

**Immortal** a being that does not age and die as other living things do.

**Informational Skills** these skills are used to acquire knowledge about a specific subject.

**Infravision** the ability to see heat patterns and differentiate between levels of heat in objects and beings. Those with this unique ability can see subtle differences in temperature within their sight range.

**Initiative** the phase at the beginning of every combat round in which all characters and beings determine who may act first, and when each individual combatant may begin moving. This is determined by having all the beings involved in the combat roll a 10-sided die and applying the being's initiative modifier to the initiative roll.

**Initiative Modifier** values that change the initiative roll at the beginning of every combat round.

**Intelligence (INT)** the rating of a being's mental focus; the measure of one's ability to concentrate and solve complex problems; determines how well one can think through abstract concepts and come to logical conclusions based on information provided. It is a major factor in how quickly a being reacts to situations; one of three mental attributes.

**Intervention** (see divine intervention).

**Invocation** magical effects granted to a character by his deity. The nature of these magical effects is divine and is separate and from those effects created by Aura based spells or magic items.

**Invoker** one who is granted power by his deity to use invocations.

**Knowledge (KNW)** determines how well someone can accurately store and retrieve information. It measures how aware one is of current and past events and is used most often to determine whether or not a being remembers a particular piece of information; one of three mental attributes.

**Life (Lif)** the quality of spells where the focus is positive life energy. Used for the restoration of the life forces, this also includes spells where the focus is the Aura Field of a being.

**Life Force** a metaphysical principle of energy that sustains positive and negative forms of life (see undead and Will Force).

**Load Limit** the multiplier against the character's weight that produces the maximum load he may carry (see Encumbrance).

**Lower Life Form** a being with a body but no mind or soul.

**Lore** the part of skill that must be discovered and learned in addition to the original learning of the skill. Examples include spells for Scroll Knowledge, recipes for Potion Lore, rituals for Ritual Lore and poems for Poem Lore.

**Magic** an unstable form of energy (usually Aura) that can be used for many purposes.

**Magic Instruments** musical instruments given power through the use of the skill Weave Magic. Once given powers the objects can be used by anyone following the specified activation procedure for the instrument (see magic items).

**Magic Items** inanimate objects given Aura-based magical

power through the casting of the spell Enchantment. Once enchanted with powers the objects can be used by anyone following the specified activation procedure for the object.

**Magic Resistance** the chance for a character to resist the effects of a magic spell, invocation, or effect (if a save is allowed).

**Magical Effect** a condition or situation caused by magic.

**Magical Skill** a skill requiring the utilization of magical talent and the presence of magic.

**Maximum Age** the maximum projected life span for beings of a given race.

**Melee Weapon** a melee is a weapon which inflicts damage while being held in the attacker's hand. As soon as a melee weapon is thrown, it is considered a missile weapon.

**Memorization Point** an arbitrary unit of measurement used to calculate the number of spells, invocations, rituals, songs, poems and runes that may be memorized at any one time. Each character starts with a number of memorization points based on Knowledge and gains the same number each time he advances a goal. The number of memorization points is equal to  $(\text{Character's current goal} + 1) \times \text{listed value under Knowledge}$ . Spells cost 1 memorization point per Aura Level, invocations cost 1 memorization point per Piety Level, and rituals, songs, poems and runes cost a number of memorization points equal to the rating of the specific ritual, song, poem or rune.

**Mental Attributes** Intelligence, Wisdom and Knowledge (see perception).

**Mental Combat** the resolution of a mental struggle between two opponents.

**Metagaming** the act by which players take information that their characters do not know and use it to influence the course of events in a game (see Golden Thumb of Judgement).

**Metaphysics** the principles that govern the way Aura and Aura-based magic work throughout a given universe; also a social skill.

**Metaspells (Meta)** the quality of spells which involve advanced metaphysical principles. Generally these spells involve dispelling or destroying the effects of other spells or objects.

**Mind (Min)** the quality of spells where the focus is the mental capability of a being which includes the normal 6 senses of a being; the intellect of a being who possesses a 5 or higher average rating in their mental attributes.

**Minimum Weapon Speed** the minimum amount of event time possible to use a weapon. The resultant weapon speed can never be reduced below the minimum weapon speed value.

**Missile Weapon** a missile weapon is any weapon which does damage by being hurled or by firing a projectile. As soon as a melee weapon is thrown, it is considered a missile weapon.

**Mixed Race** a being that traces its parentage to several different races.

**Move By** a form of engagement where the character meets his opponent at running or jogging speed, choosing to take a single attack as he moves or rides by. Thus he engages for a moment, then disengages as he moves further away than 10' from his opponent (unless his opponent tries to get in the way). If a combatant has the skill Sweep, then he may attempt to hit several opponents standing beside one another.

**Move Into** a form of engagement, also known as a body check, where the character attacks his opponent at full speed, then simply runs directly into (and sometimes over) him.

**Move Through** a unique form of combat engagement in which a combatant strikes an opponent and moves past (see move by) or a combatant strikes an opponent and completes the maneuver with a body check (see move into).

**Mystical Attributes** Aura, Piety and Will Force (see fortune).

**Natural (Nat)** the quality of spells with a focus from the earthly plane of existence. Includes natural forces, bodies, plants, and physical laws.

**Natural Effect** an effect that is powered by laws of the physical world in the prime material plane. The natural effect of fire is that it burns objects, radiates heat and gives off light.

**Night Vision** the magical ability to see in the dark as long as a pin prick of light is present. With fair amount of light (a lantern or torch), night becomes day for beings with this ability. The sun or other bright light source will actually temporarily blind these beings.

**Non-acquired Skill** a skill that a being or character has not yet gained but will acquire after attaining a certain Class Title. This skill is currently usable to them as a common skill.

**Off-hand** the hand which is not primary; this hand is allowed only 5 seconds of combat time.

**Object Strength** the amount of damage an object can take before it is destroyed or rendered non-usable.

**Object Threshold** the amount of damage an object must take before points are subtracted from the object's strength. This applies to all objects: weapons, glass vials etc. The threshold value must be exceeded before damage is applied to the total strength of the object.

**Part Race** a being who traces their parentage to two different races with a biological make up at least 75% of a primary race and 25% of a secondary race.

**Party** this refers to a group of characters (under the control of players) as a whole.

**Perception** the average of all mental attributes, expressed as a percentage. It represents the awareness the being has of his surroundings and environment. Perception is used by the Game Master to determine if a player notices something odd (such as a hidden passageway), or occasionally to pickup on strange or unusual events that may not be obvious

**Personal Attributes** Appearance, Charm and Social Class (see affinity).

**Phase Plane** a plane that is just slightly displaced from the prime or earthly plane such that objects on the phase plane create a visible shadow on the prime plane. Such shadows are insubstantial, mostly translucent and dimmer versions of their actual selves on the phase plane. Other than this visual shadow, no interaction takes place between the phase plane and the prime plane unless an object exists simultaneously in both planes (see the spell Phase Weapon). The phase plane has the exact dimensions of the prime plane that it mirrors. Objects on the prime plane similarly have shadows on the phase plane and thus to the phase plane the prime plane seems shadowy and indistinct.

**Physical Attributes** Strength, Agility and Vitality (see Endurance).

**Piety (PTY)** a rating of the character's link to her deity; a measure of the character's closeness to the deities of a world; indicates the maximum Piety Level of an invocation a being may cast (see Divine Magic); one of three mystical attributes.

**Piety Control (PC)** the most divine magic a given being can access. In game mechanics terms this represents the highest level invocation that can be granted to a given being.

**Piety Level** the measurement of the power of an invocation.

**Player** a person directly involved in the playing of the game. He controls his own character within the context of the game. The character then interacts with the story line developed by the Game Master and Assistant Game Master.

**Poison Resistance** the character's chance for her body to fight off natural and magical poisons.

**Power** the magical effect of a magic item or divine magic item or the inborn capacity for a given magical effect in a creature or being. These effects must be consciously activated in order to be used. Powers of a given creature or being are cast at an Aura or Piety Level equal to 2x the creature's level or the being's Class Title.

**Practitioner** a user of any skill within the Imagine Role Playing System™ is called a practitioner of that skill. This most often refers to the skills Divine Knowledge and Scroll Knowledge.

**Practitioner Title** the number of Titles a skill user has had a certain skill. This is found by taking the Class Title of the practitioner minus the Title the skill was acquired at, plus 1.

*Example:* Kevlon the Trickster currently has a Class Title of 7. He acquired the skill Scroll Knowledge at 3rd Title; therefore, his Practitioner Title for the skill Scroll Knowledge is now 5 ( $7 - 3 + 1 = 5$ ).

**Primary Attribute** the two or three attributes that have a minimum rating requirement for a given class.

**Primary Class** (see class).

**Primary Hand** the hand with which the character is most adept; this hand is allowed 10 seconds of action in combat.

**Race** a group of creatures that have the same basic genetic code in the Imagine Role Playing System™. Though they are not required to share common backgrounds and heritages, most races do. There must be many creatures of the same relative type with a structured society for that group of creatures to be called a distinct race. A simple biological aberration does not constitute a new race (see character race).

**Racial Attribute Maximums** each race has its limits in attribute ratings. Character attribute ratings may not exceed the listed number for the specific attribute, and if the number rolled for an attribute exceeds this limit, then the number must be reduced to the racial maximum.

**Racial Skill** Certain races have developed a natural or cultural predisposition to performing certain skills, and they have passed this knowledge down through the generations. Each race has its own list of skills for which it is adept or renowned. In addition, certain races gain a bonus to certain of these racial skills, listed with the race.

**Range** the distance the effect of a spell or invocation may travel from the focus. A range of "search" is specified for spells and invocations where something non-physical travels over a great distance.



**Rank** the name of the character's social standing in his kingdom, or the family from which he was born. Social Class rank may not be known to people in other kingdoms, but the manners and dress of the character will reflect his social rank to others.

**Recovery Time** the event time minus the action time.

**Resolution** the events that happen after the end of every combat round. Special damage, Aura fatigue and physical fatigue are assessed.

**Restricted Skill** a skill usable only within the framework of a particular class. Restricted skills may not be attempted as common skills.

**Rigid Armor** a type of armor made of any plate, heavy plate, wood, or any articulated armor such as plate gauntlets. Rigid armor is defined as any type of armor that greatly restricts the character's movement because it does not give.

**Sapient** something that is self-aware and has an average of mental attribute ratings of 5 or better.

**Save** a being's Aura Field will attempt to protect him whenever a spell or invocation is cast upon him which he does not desire. For certain spells and invocations, "N/A" is listed, as it is assumed that a save is not relevant to or not allowed for the magical effect. The general rule, however, is that whether or not a spell or invocation is considered harmful, the being gets a Magic Resistance save if he does not desire the effect to occur. Most magical effects allow the focus to use Magic Resistance to avoid the effects. Some effects, however, are focused on a focus' mind and allow for a Control Resistance. Still others are passive illusions that allow the affected being(s) to make an Illusion Resistance if desired. *See also* Attribute Save.

**Scrolls and Notes** Scrolls (produced with the Runes spell) generally contain a specific spell, which when read, will actually cast that spell with a specific amount of Aura (see Runes). Scrolls can be written in any language, and can be cast by anyone of any class who can read that language. The spell will then disappear from the scroll. If a caster wishes to learn a spell from a scroll, she may do so as above, or the scroll can be converted to spell notes before attempting to learn the spell. This prevents the spell from being lost when the runes vanish upon being read.

**Semi-flexible Armor** a type of armor made of any hardened or studded leather armor, any type of chain, banded or scale armor. Semi-flexible armor restricts the character's movement, but only slightly.

**Sensing (Sen)** the quality of spells where special magical senses (called metasenses) are tapped into or enhanced. These senses often reveal supernatural information to the being, and can span great distances.

**Shock** a being's body can only take a certain total volume of damage before being adversely affected. Shock is three times Endurance. If all damage in all body areas goes above the Shock value or the being has loss of a limb then he goes into shock. The effects of shock are based upon Vitality and can amount to anything from loss of consciousness to extra damage due to blood loss or internal damage (see Combat).

**Sighting** a pre-combat round phase when combatants first see each other and the Game Master rolls to see if any of the combatants were Surprised.

**Sign** an observation of an event (usually thought to occur by the will of a deity) that directs a worshipper's own answer to a multiple choice question; the weakest commune response possible.

**Simple Failure** when a skill roll fails by less than 20% and acquires no special detriments upon its initial use.

**Simple Success** when a skill roll succeeds by less than 20% and acquires no special benefits upon its initial use.

**Skill** a learned ability that a being has (see acquired skill, class skill, common skill, core skill, non-acquired skill and social skill).

**Skill Point** a unit of measure that translates to +1% when applied to a character's class skill when advancement occurs at each Goal.

**Skill Rating** a measurement of how easy or difficult a skill is.

**Skill Rating Modifiers** conditions that may, at any given time, change the difficulty or ease of use of a certain skill.

**Skill Roll** the role made on percentile dice to determine whether a skill succeeds or fails.

**Skill Slot Sacrificing** a game mechanic that allows a player to give up Knowledge-based skill slots in return for improving learned skills.

**Skill Title** (see Practitioner Title).

**Skill Type** one of six classifications of skills: combat, disciplined, divine magical, informational, magical, and stealth/intrusive.

**Skill Use** the use of any skill in the game.

**Social Class (SOC)** the measure of a being's wealth, standing in a community and relative power in the world's social structure used to determine if a being has favorable or unfavorable dealings with people in a social environment; one of three personal attributes.

**Social Skill** profession skills that non-adventurers use to make a living. They are life skills that a character may have learned before he began adventuring.

**Soul** the essence that makes a being unique. This is possessed by beings with a 5 or higher average rating in their personal attributes.

**Spell** a magic effect created by the channeling of the magical essence usually referred to as Aura.

**spellcaster** one who actively manipulates Aura and creates a magical effect using her Aura Control (see caster).

**Spell casting** (see casting).

**Spell Concentration** (see concentration).

**Spirit** the mystical forces that protect the mind and body and house the soul. This is possessed by beings with a 5 or higher average rating in their mystical attributes.

**Standard Conditions** circumstances under which the matter in question is not modified from its normal state.

**Standard Engagement** this form of engagement is the most common style with which opponents meet. Though it offers no bonuses to attacking or defending, it allows for the character to perform both. Often characters will use standard engagement to parry an opponent's blow with a shield or weapon in one hand while attacking with a weapon in the other.

**Starting Bonus** extra skill points that are randomly determined when a being first acquires a skill.

**Starting Age** the age in years at which a character has started

his life as a chosen class.

**Stealth/Intrusive Skill** an underhanded ability used for stealth, intrusion and profiteering

**Strength (STR)** the measure of the overall body strength of a being; determines the ease of weapon use and adjusts one's ability to use hurled or hand-held weapons and the ability of a being to move or carry heavy objects; the amount of damage an object can take before it is rendered non-usable; one of three physical attributes.

**Subclass** a specialized class that falls under one of the primary divisions of classes. Examples of subclasses include the Duelist (Warrior subclass), Assassin (Rogue subclass), Mentalist (Mage subclass) and Shaman (Priest subclass).

**Sub-body Area** consist of smaller body regions that make up a whole body area. For example, fingers are sub body areas that make up the hand and the eyes, ears, nose and brain are sub body areas that make up the head. Each sub body area is considered to be a 1/10th Endurance area for the purposes of damage calculation and are destroyed when they reach 0 Endurance.

**Sub-Life Form** a being with a body but no mind, spirit or soul.

**Summon (Sum)** the quality of spells which search for the soul of another being and cause it to be brought before the caster.

The soul will then reform the body or create one, as in the case of elementals. True names are often required for the success of these spells.

**Supernatural** something not of the earthly plane.

**Supernatural Being** a being from another plane or dimension.

**Surprise** an event during combat time in which the surpriser gets 2 to 5 seconds of combat action against the beings that were surprised without a chance for the beings to react.

**Title** a measure of the advancement of a character based on the number of experience points earned by the player. Upon reaching a new Title a character is awarded a new designation denoting his or her progress in the development of their character class. The character acquires new skills and their Endurance increases. If the character is a Mage or Priest or subclass thereof, there might be an increase in Aura Control or Piety Control. There are three Goals per Title of advancement. Unless otherwise specified or stated Title always refers to Class Title.

**Total Skill Chance** under standard conditions the combination

(addition) of the base chance and ability bonus of a given skill.

**Trace Race** a being that contains a large part of their biological make-up to one or more races and a very small part of another.

**Training** the process of improving ability of skills through learning.

**Transference (Tra)** the quality of spells which transfer something between a focus and a target.

**Ultravision** the ability to see in an ultraviolet spectrum, effectively seeing the world outside the spectrum of visible light. Beings with this kind of sight require very little ultraviolet light in order to see, thus they can also see in the dark.

**Undead** a being that is powered by negative life force.

**Vision** a dreamlike sight given to some worshippers in response to a question or request made while communing with their deity

**Vitality (VIT)** the measure of a being's physical health and stamina; determines one's resistance to natural and magical diseases or poisons; dictates how well someone heals physical damage and endures hostile environments; one of three physical attributes.

**Warding (War)** the quality of spells which protect from other spells, effects, energies or beings, whether natural or supernatural.

**Weapon Proficiency** a game mechanic term used to denote training in a melee, hurled or missile weapon.

**Weapon Speed** amount of time (in seconds) it takes to use a weapon and recover to a position to repeat the action (see minimum weapon speed).

**Weapon Strength** (see object strength).

**Will Force (WIL)** a rating of the character's will to survive; it is a measure of the character's life energy and steadfast resolve; one of three mystical attributes.

**Wisdom (WIS)** the rating of a being's ability to judge, discern relevant facts and relate to the world in general. Common sense (often not that common) is often equated with Wisdom. It also measures one's ability to use past experiences to weigh future events and understand human nature. It is used to determine the correct course of action when dealing with matters that have information that is not empirically evident; one of three mental attributes.



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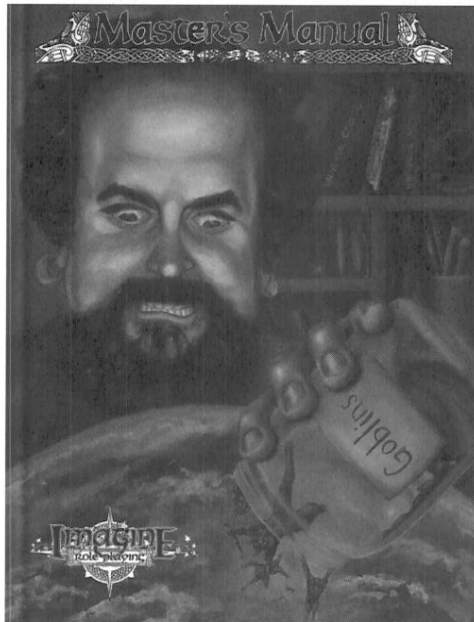
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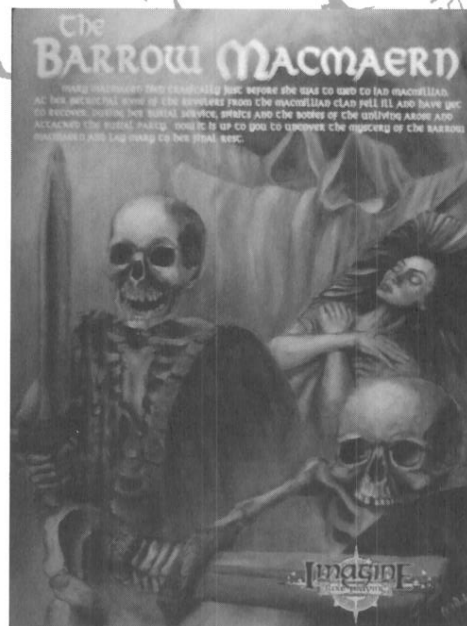
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